

Galaxy Kings

(Report Viewer Guide)

Corresponds to Version 1.23.12.41, API 1.52.18.85

Change History

Date	Change
27.06.2019	Added note about showing only missiles hit the targets during the space battle
30.12.2015	Corrected description of Ship Calculator
22.07.2015	Removed description of list of load/unload orders, added info about automated managers stars
08.03.2015	Added a few words about 'restricted access'

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The Report Viewer

The Report Viewer (RV) is a GUI program created to view and analyse the turn reports sent by the Galaxy Server.

Please read the Player's Manual (Galaxy.pdf) before reading this document for better understanding what it is all about.

The RV is pretty basic and not very sophisticated. The Universe, all the objects like stars, planets, ships, and so on, look how it has been programmed by the RV: another program could do it completely different. The server program doesn't control or make any influence on the images you can see in the RV, except the national flags – they are stored by the server and placed in the reports.

One day someone may decide to write a better program to view the reports – everybody is welcome to do so. Ask the GM for help about the report file formats and the API DLL.

Reports

The report files are independent from each other. Each report has comprehensive information about the World from the Nation's perspective.

A report file name has following syntax:

`<Nation Name>__turn_<turn number>.rep`

Where:

- Nation Name is a name of the nation you rule. All the spaces (if they are) are replaced by the underscore character '_'
- Turn number – is a number of a turn the report has been created for.

Examples:

`Federation__turn_00033.rep` : report file for nation 'Federation', turn 33

`Great_Warriors__turn_00000.rep` : report file for nation 'Great Warriors', turn 0 (initial turn).

A turn report is a text file, by structure close to '*.ini' files. Each section corresponds to specific sort of data. The information inside is quite technical and cryptic and is not a subject of this guide.

The server sends report compressed using 'rar' archiver. So, the files you receive in the turn reports emails in fact contain the archives with '*.rar' extensions:

`Federation__turn_00033.rar`

You can extract the report file manually or just open it in the RV – it 'understands' the 'rar-ed' files.

Installation and Upgrade

The RV can be downloaded from here <http://galaxy.magix.net/public/DownloadViewer.html> as a 'rar' archive. Depending on the platform the archive is '*GalaxyReportViewer_win.rar*' or '*GalaxyReportViewer_linux.rar*'.

To unpack it select a convenient location (let's call it the Installation Folder) in your hard drive and use WinRar if you are a Windows user, or command 'rar x GalaxyReportViewer_linux.rar' for Linux users. The RV does not have any installation program, it works by the rule 'copy&run'. To remove it simply delete the Installation Folder.

The RV needs the write permissions to the location where it's been unpacked. It is necessary for:

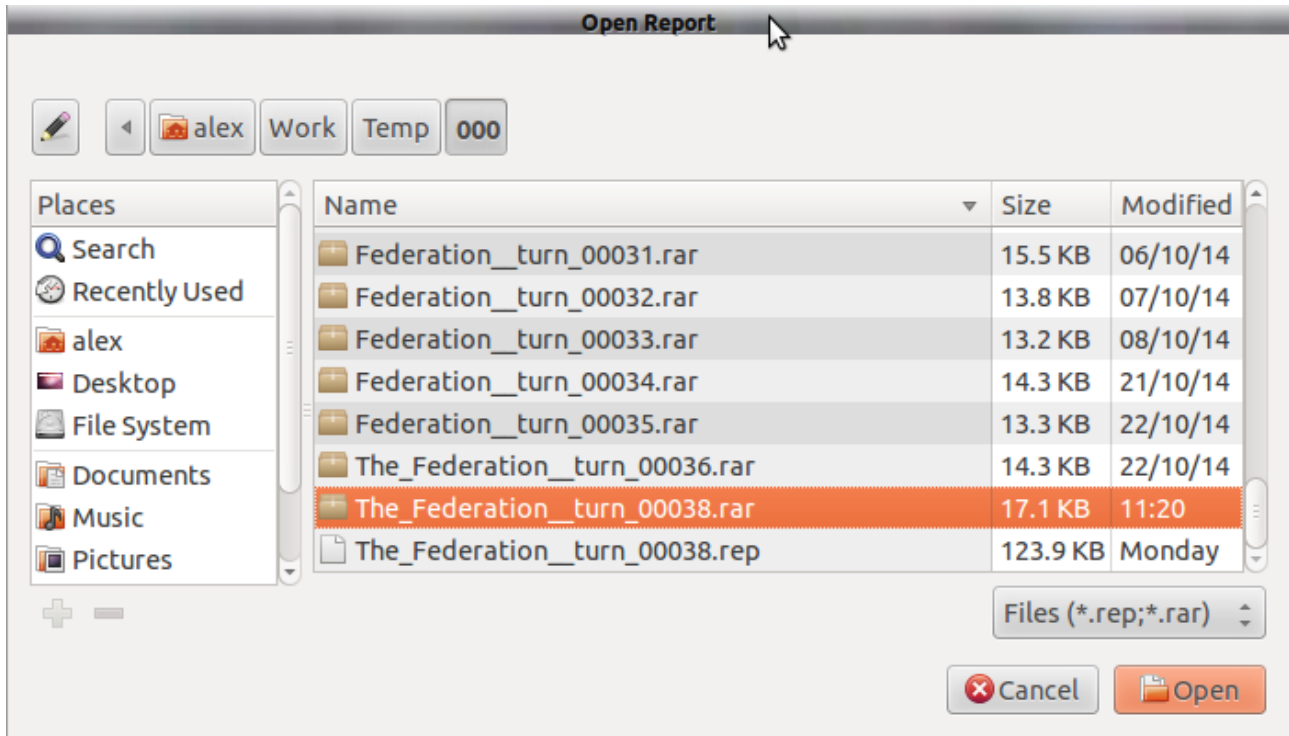
- creating/changing its own configuration file 'guApi.zxs'
- generation of stars and planets images (in Data/bin/Stars and Data/bin/Planets)

If you want to upgrade your RV by a newer version (which are supposed to appear regularly), you need to download a fresh archive from the same location (<http://galaxy.magix.net/public/DownloadViewer.html>), unpack it somewhere and simply copy it over to the Installation Folder. All the old files will be replaced by new ones, but the generated images of stars and planets will not be touched.

To run the RV you should launch the executable file 'guMain' located in the Installation Folder. For Linux users use command './guMain', for Windows users, just run 'guMain.exe'.

Open a Report File

When you launch the RV you will immediately be prompted to select a report file to open:



The Open Report dialogue allows you to open the reports in compressed format (rar) or in the 'native' text format 'rep' (if you have uncompressed it before). It is advisable to uncompress the report files when storing them because this will reduce an opening time, especially for big reports (on later stages of the game you may receive reports sized by a few megs). It is also advisable to store all the reports in one designated folder. The RV remembers the folder it has loaded a report the 'last time' from, for faster navigation.

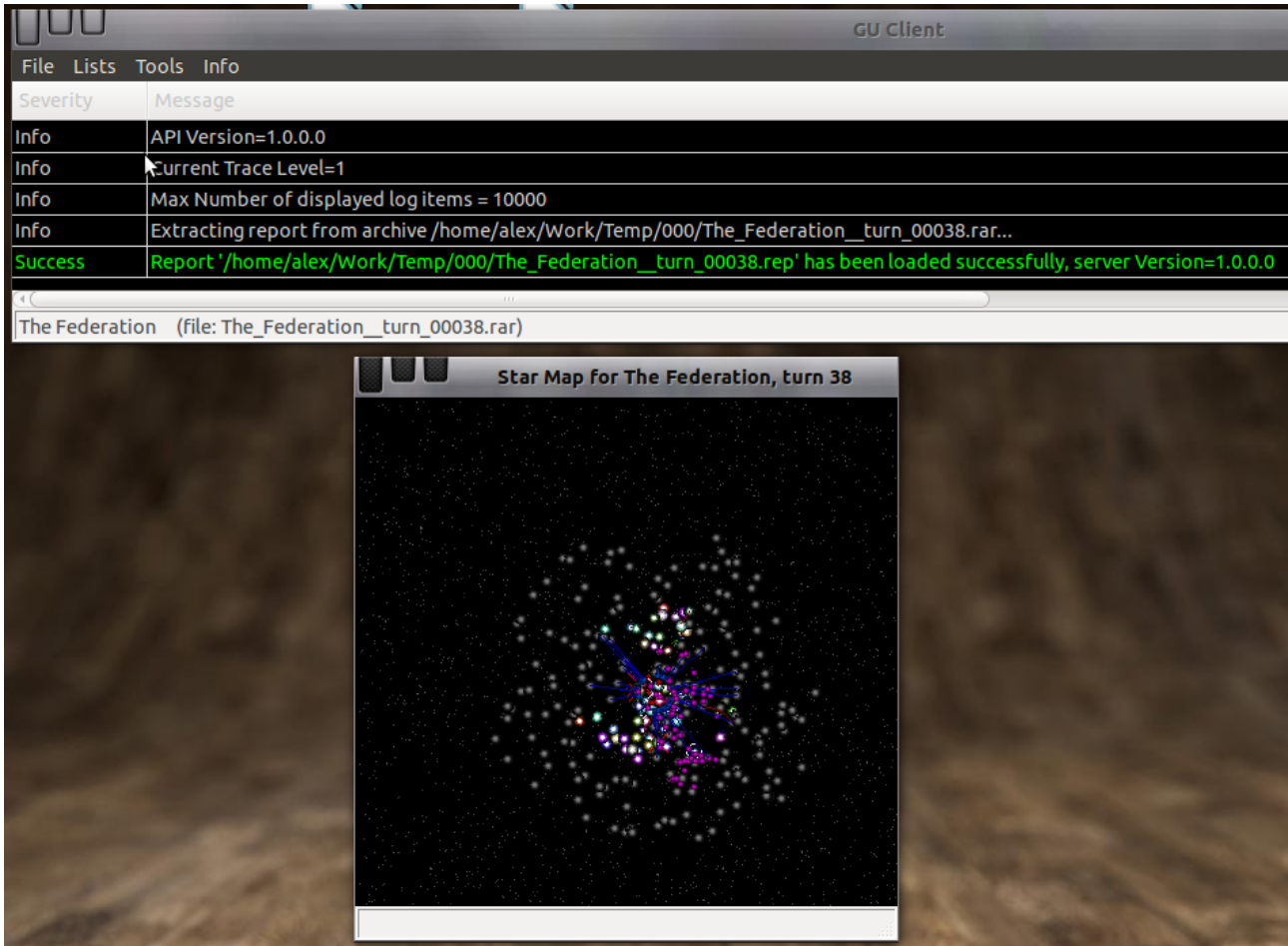
With 'Open Report' dialogue at the start up you have only a choice either to select a report and click 'Open' to load the report. Otherwise the RV will quit – it can't work without a loaded report.

After the selected report has been loaded successfully you will see two windows pop up on the screen:

- The main window with menus and log grid
- The window with the star map

These two never close during the RV session. If you close the main window, you'll quit the program. The star map cannot be closed.

You may reposition the windows on the screen, change their size. The RV remembers their new positions/sizes.

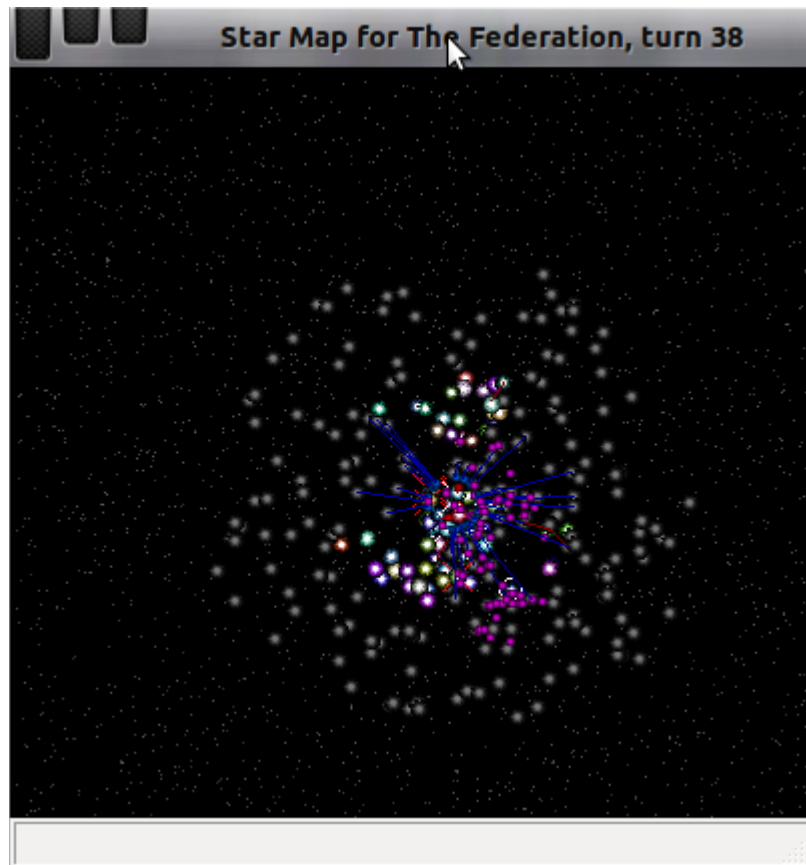


To open another report go to File → Open, and the same Open Report dialogue will pop up.

The RV can have only one report open at a time. It is not recommended to run more than one RV, because all the instances would share the same configuration file and would try to generate images in the same location.

The Star Map

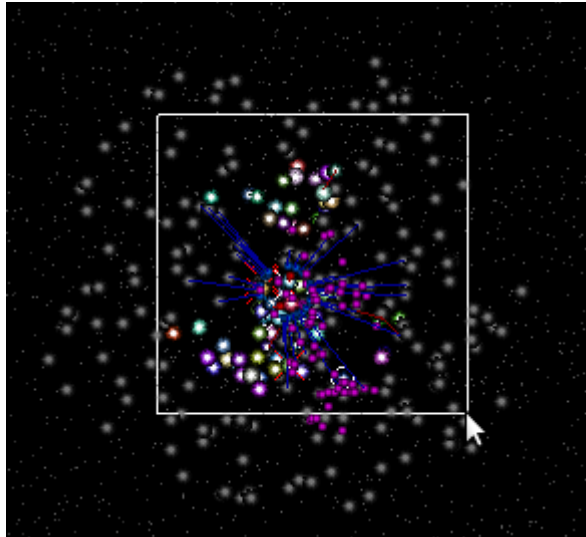
This map is the main operative window you use to analyse the current situation with the game. It shows all the star systems in your visibility, all the visible ship groups in the space, their directions (if available) and so on. When you open it for the first time it may have some default size/scale/position, generally not really convenient to work with:



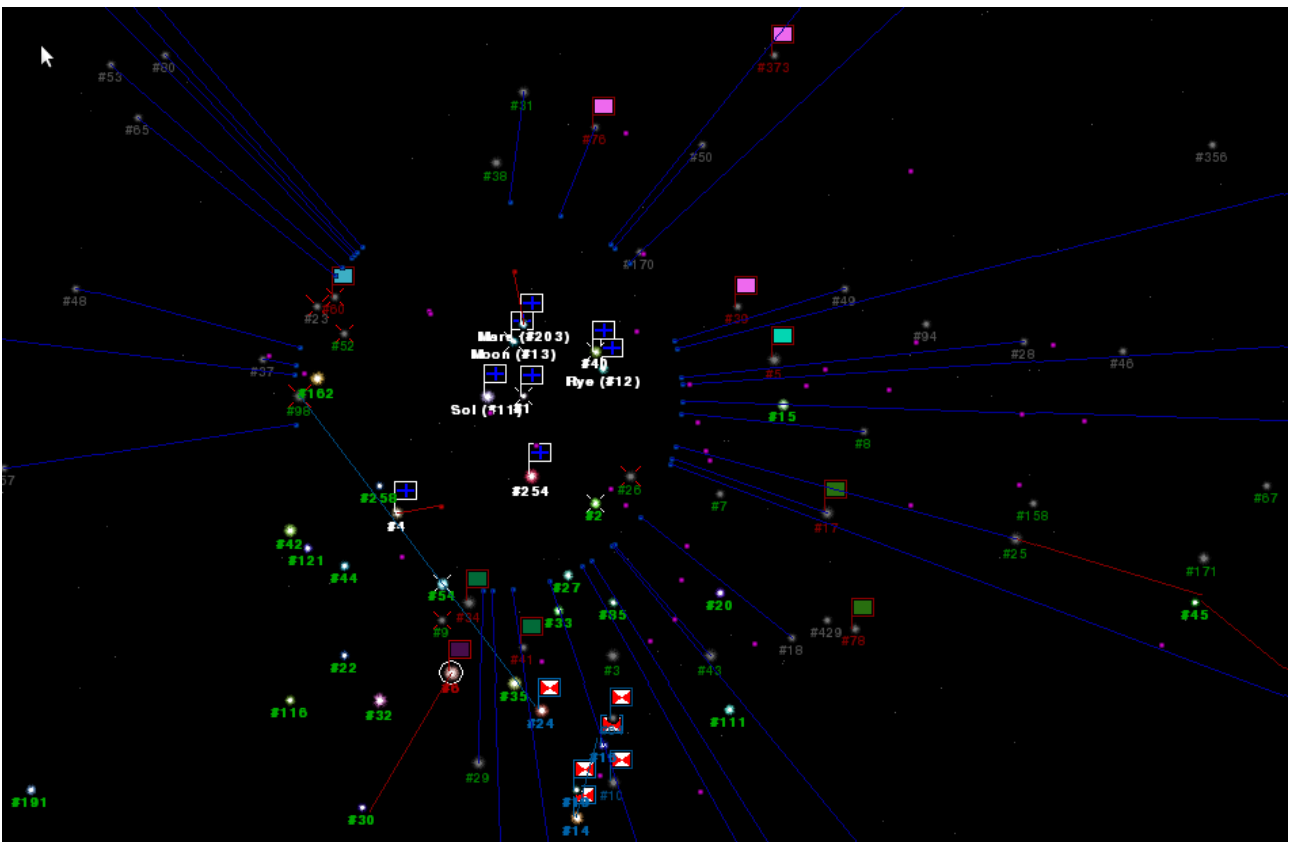
You may want to resize the window and zoom it in to have a closer look.

There are several ways of 'zooming' or changing the current map scale and position:

- Use keys '+' to zoom in and '-' to zoom out
- (Only for Linux users, currently not working properly on Windows): use mouse wheel to zoom in/out
- Press control, then left mouse click on the left-top corner of the desired area and select the area to be zoomed in:



After that you'll see a more detailed picture:



In this example we have the 38th turn for 'The Federation' – the situation looks quite developed.

Star colours

One can see a number of star systems with different sizes and colours. The bright coloured stars are either your colonies or actually known to you star systems. 'Actually known' means you have an up-to-date information about the star (the owner nation, size, level of materials, population, industry). These stars also have their names/ids displayed in bright bold colours. Your colonies and Actually Known star pictures are shown proportionally to their sizes – the bigger the star, the bigger the picture.

The unknown star systems (those your ships have never visited) are all shown with the same small size and coloured faded grey (like #18, #429, #23...).

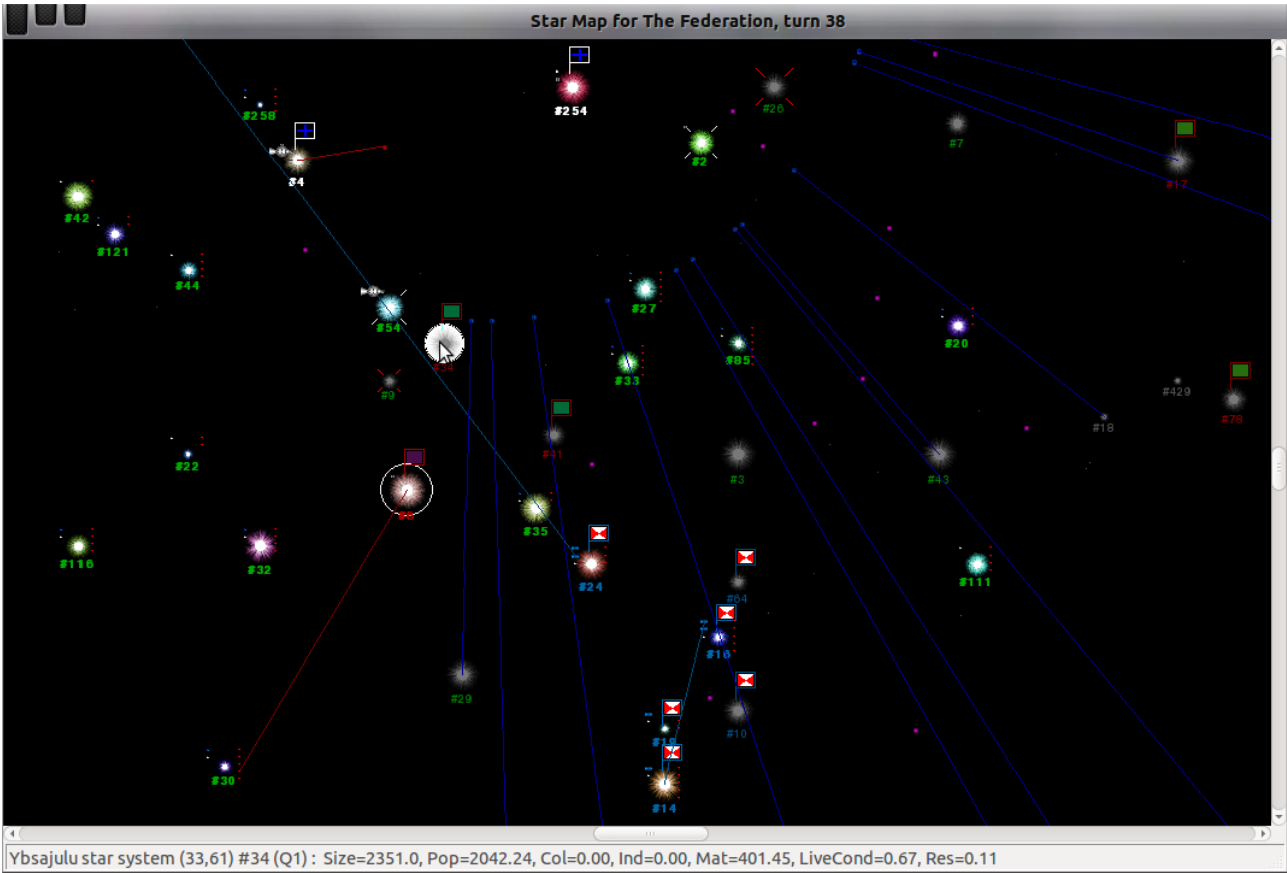
The known star systems (those your ships have visited before, but then left) are shown with the actual size, but with the same grey colour (like #26, #34, #3, #98...). Their names/ids have faded colours. You have not up-to-date information about such stars.

About the colours of names/ids depending of star systems ownership:

- The stars with white names/ids (like 'Sol', 'Rye', #254...) are your colonies. These stars also always have a your flag 'waving' above. If a star name/id is underlined, like 'Jupiter', it means this star system has a restricted access.
- The stars with names containing info in square brackets like 'Sol(#20)[Col,Att] or #563[Dev] are controlled by a correspondent automated manager (or by several of them). The 3 letters abbreviation is used to mark an automated manager name. 'Col' states for 'ColManager', 'Def' – for DefenceManager, 'Dev' – for DevManager, 'Att' – for AttackManager, 'Exp' – for ExplManager, 'Rep' – for RepairManager
- The stars with bright bold green names/ids (like #2, #258...) are uninhabited systems with your ships on their orbits (note: bright bold colours always indicate the up-to-date known star systems, i.e. stars with your ships on the orbit). Such stars never have any flags because they are uninhabited.
- The stars with bright bold red names/ids (like #6 – I see just one here) are enemies colonies with your ships on their orbits. The enemies stars always have a flag of a nation owner 'waving' above.
- The stars with faded green names/ids (like #26, #52, #3...) are systems 'known' to you as uninhabited, but this information is not up-to-date, because currently there are no ships on their orbits (note: faded not bold colours always indicate not up-to-date known star systems, i.e. stars without your ships on the orbit). Such stars might already be occupied by other nations, but you don't know that, until you send a ship there to find out.
- The stars with faded red names/ids (like #30, #5, #60...) are systems 'known' to you as enemies colonies but this information is not up-to-date.
- The stars with bright bold sky blue names/ids (like #24, #19, #14...) are the colonies of your friends with your ships on their orbits. The colour indicates that your relationship to that nation is 'Peace', what doesn't automatically means, that 'they' are in peace with you.
- The stars with faded sky blue names/ids (like #64 and #10) are systems 'known' to you as friends colonies, but this information is not up-to-date

Selecting a star

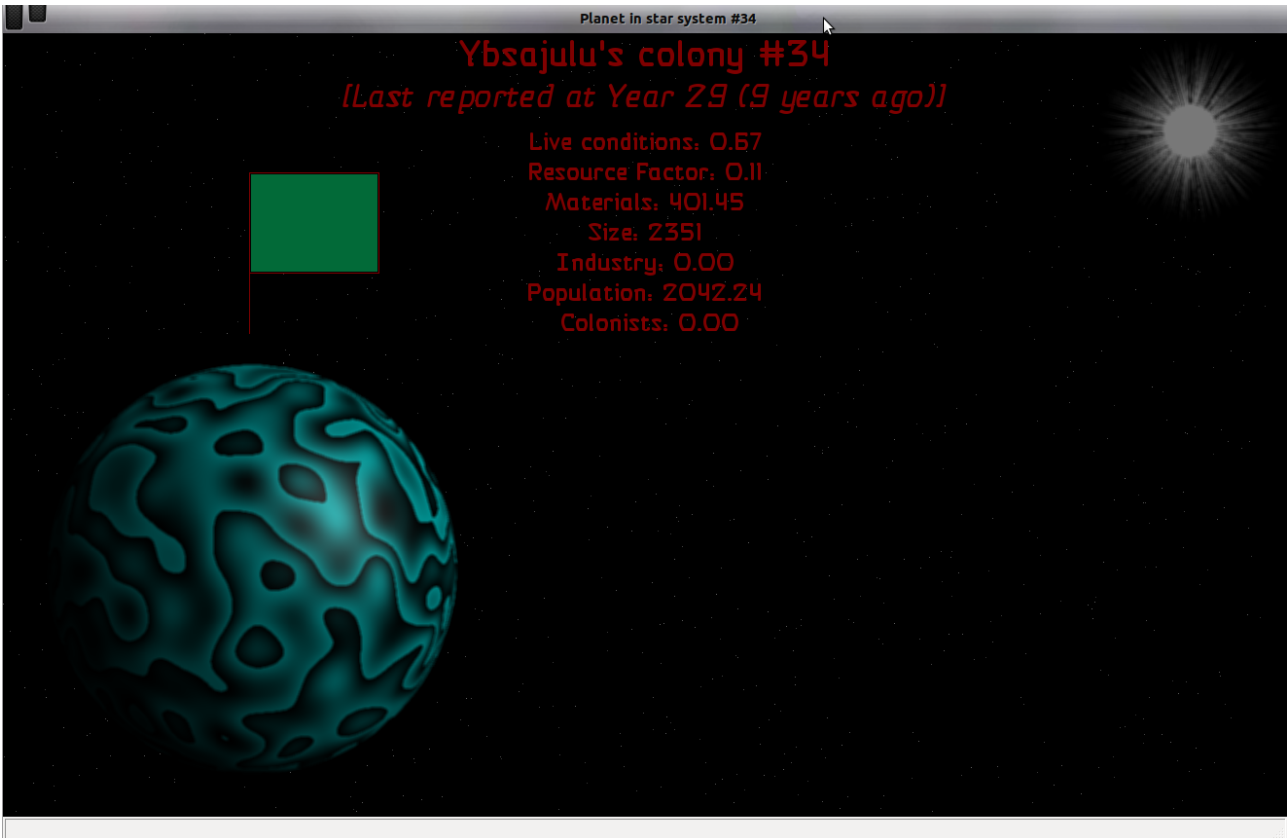
Let's have a close look at the map zooming it in a bit:



When you move a mouse pointer to a star it is marked by 'white' circle and you can see some details in the status bar displaying (in this example) the owner nation (Ybsajulu), coordinates (33,61), star name or id (#34), galaxy name if applicable (Q1), and information about size, population, colonists, industry, live conditions and resource level.

Watching a star system

If you double-click on the star, you'll see the following window pops up:

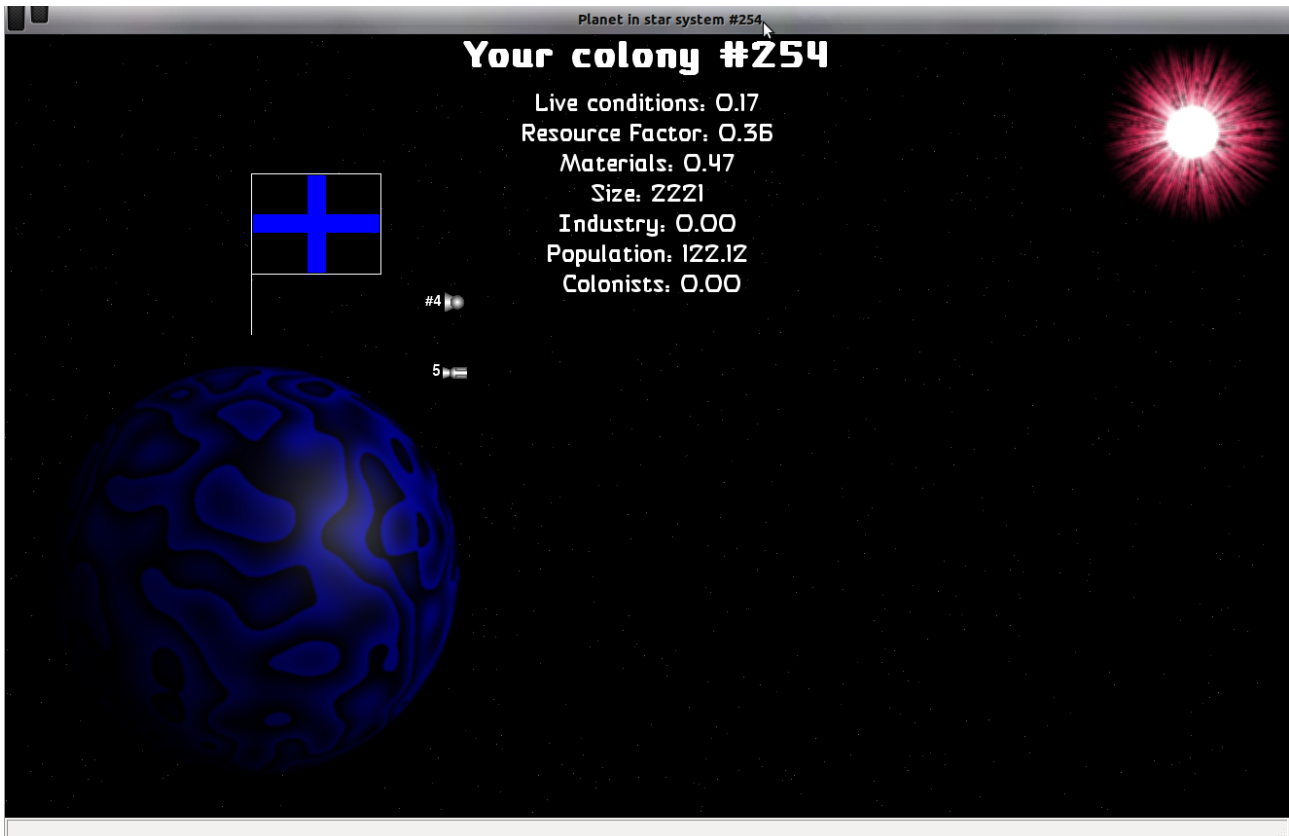


This window shows you the planet belonging to the star system. This particular planet is a colony of 'Ybsajulu' nation, note 'Last reported 9 years ago'. The faded red colour indicates it's a known star system – an enemy colony with not up-to-date information.

One can see that the planet has some distinctive surface and colours. This is generated by the Report Viewer itself depending on planet's size, live conditions and resource level. Each planet has unique surface and colours.

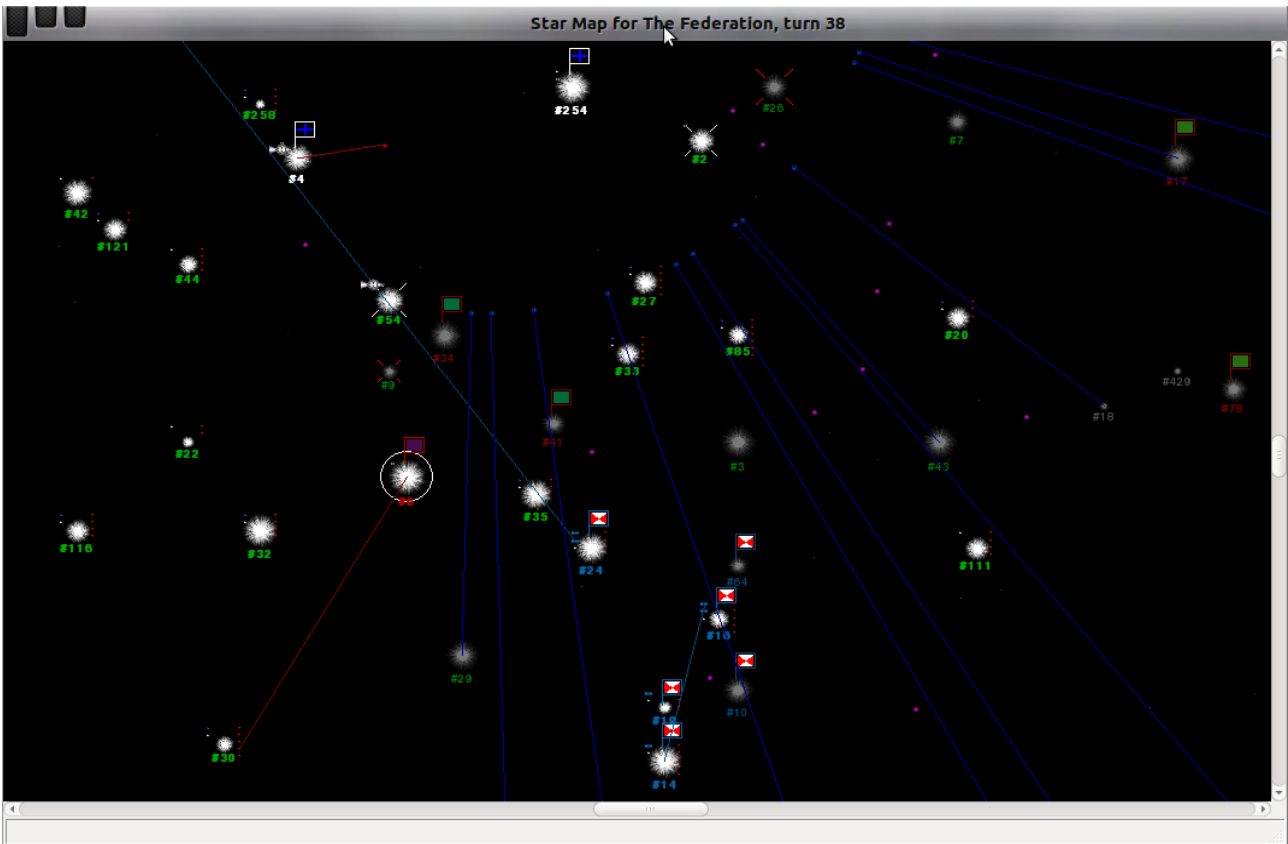
The star on the top right corner is shown 'grey', indicating that the planet has not up-to-date data.

Let's double-click on 'your' colony #254:

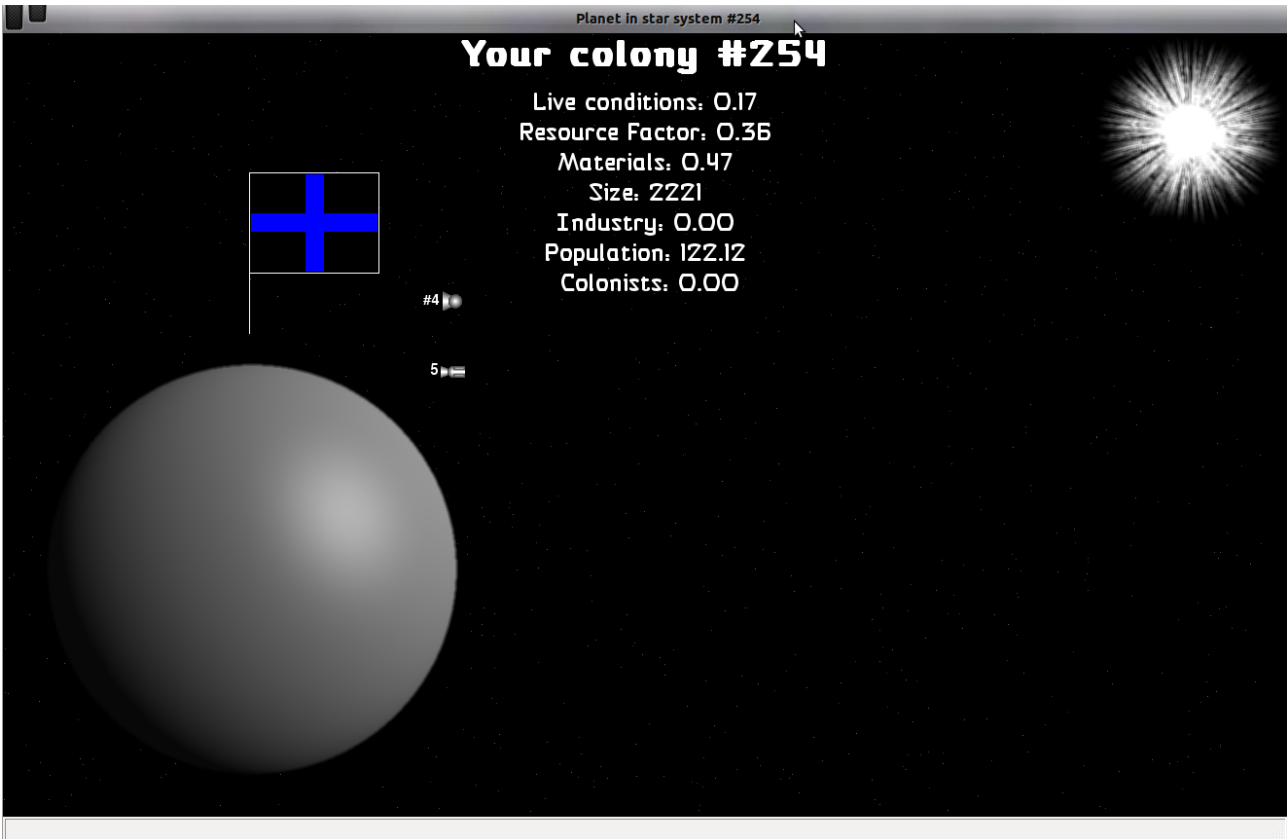


All information in bright white indicates that it's your colony. Mind the colour of the planet and the star. The star has distinctive 'red' in it's colour which is a result of image generation of the Report Viewer. Like planets, each star has its own unique colour depending on size, resource level and live conditions of the planet it owns.

When you start the RV for the first time all your colonies and actually known systems will be displayed as 'white' stars like here:



This is because the RV has not generated the nice looking images yet. If you double-click on the star #254, the image will be plain like this:

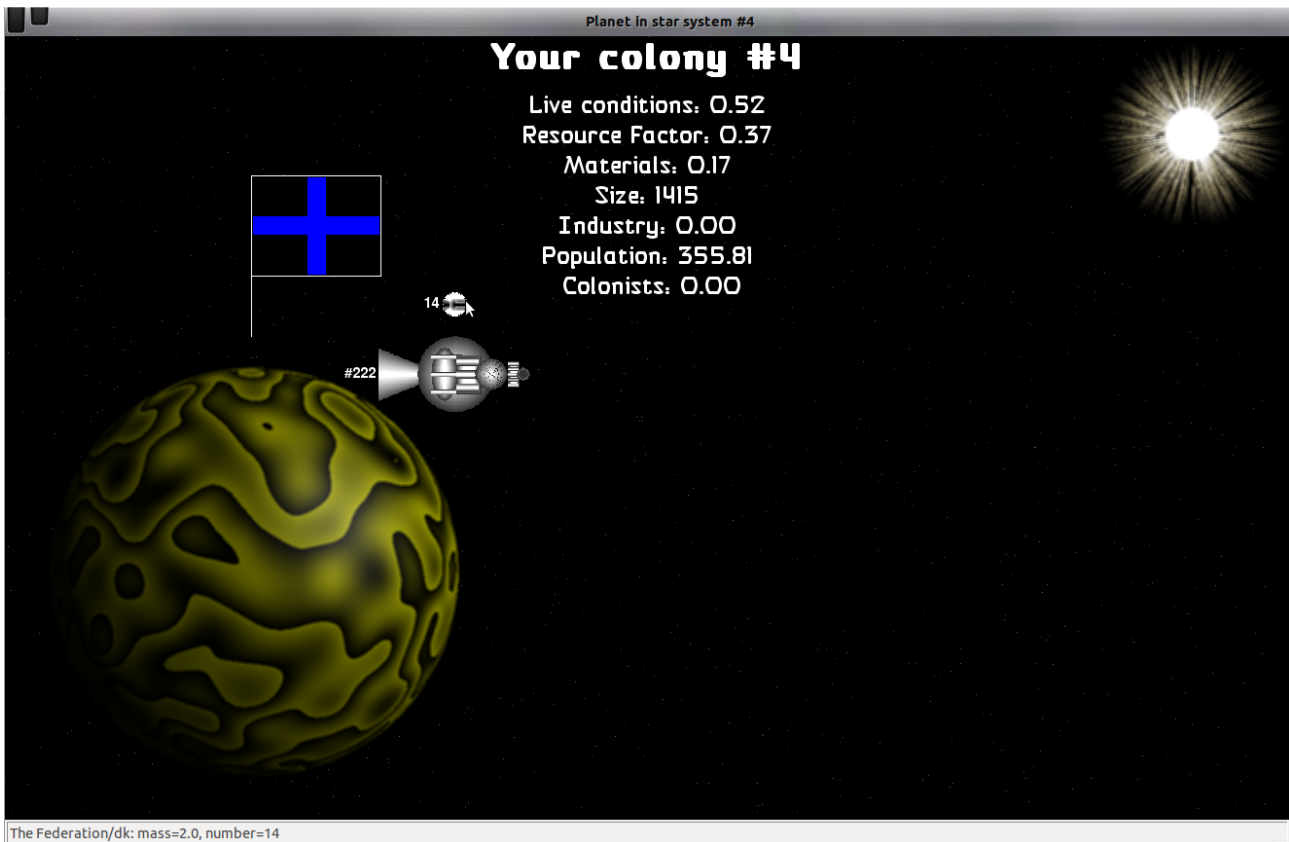


The images are generated by the background process inside the RV. This process pauses when you move the map around, and silently resumes when you don't touch the map. It takes a while to generate a star image and much more to generate a planet one. So, the best way to get the images generated is to leave the RV running for a while when you don't work with it.

The generated images are stored in the Installation Folder under Data/bin/Stars for stars and Data/bin/Planets for planets.

Ships groups on the orbit

Let's have a look at another colony #4 of 'The Federation':



If a colony has any ships on its orbit they are shown here. The ships with the same type are grouped together. A number of ships in the group is shown on the left of the ship picture. If there is only one ship in the group, instead of a number of ships, the ship id or name is displayed. On this picture one can see 14 ships of type 'dk' and ship with id #222 of type 'Thunder'. Pointing to the group makes it selected and some details are shown in the status bar, like on the picture.

Mouse right-click on a ship group while it is selected shows a pop-up menu with 2 items:

- Show ships in the group
- Show ship type

If you select the first one, a list of ships belonging to the selected group will pop up:

The screenshot shows a game interface with a ship group summary and a list of ships. The summary includes:

- Materials: 0.17
- Size: 1415
- Industry: 0.00
- Population: 355.81
- Colonists: 0.00

Below the summary is a table titled "Ships in the group #-105". The table has the following columns: ID, Name, Nation, Type, Fleet Name, Default Fleet Name, Location, Mass, Speed, Shield, Efficiency, CF, Built, Travelled, Been damaged, and Dest. The table contains 14 rows of data, all of which are SCOUT_FLEET ships from The Federation, located at #4.

ID	Name	Nation	Type	Fleet Name	Default Fleet Name	Location	Mass	Speed	Shield	Efficiency	CF	Built	Travelled	Been damaged	Dest
229	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.02	36	16.40	0	
239	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.02	36	16.40	0	
254	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.02	36	16.40	0	
263	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.02	36	16.40	0	
267	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.02	36	16.40	0	
272	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.02	36	16.40	0	
279	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.02	36	16.40	0	
280	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.02	36	16.40	0	
284	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.02	36	16.40	0	
287	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.02	36	16.40	0	
292	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.01	37	0.00	0	
298	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.01	37	0.00	0	
299	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	#4	2.00	21.73	0.00	1.00	1.01	37	0.00	0	
317	?	The Federation	dk	?	?	#4	2.00	21.73	0.00	1.00	1.00	38	0.00	0	

If you select the second menu item, you'll see the ship designer window in read-only mode showing you all the ship components:

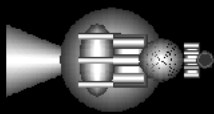
Population: 355.81
Colonists: 0.00

#222

The Federation: #222 Thunder

ID	Type	Tech	Mass	D/Mass	Efficiency	Description
0	DRIVE	2.00	250.00	0.00	1.00	D250.0
1	SHIELD	2.09	100.00	0.00	1.00	S100.0
2	LASER	2.09	60.00	0.00	1.00	L30.0x3@as
3	LASER	2.09	21.00	0.00	1.00	L7.0x5@as
4	MISSILE	2.09	40.00	0.00	1.00	M10.0x3@as/3/1/0.3
5	REPAIR_UNIT	2.00	20.00	0.00	1.00	R20.0

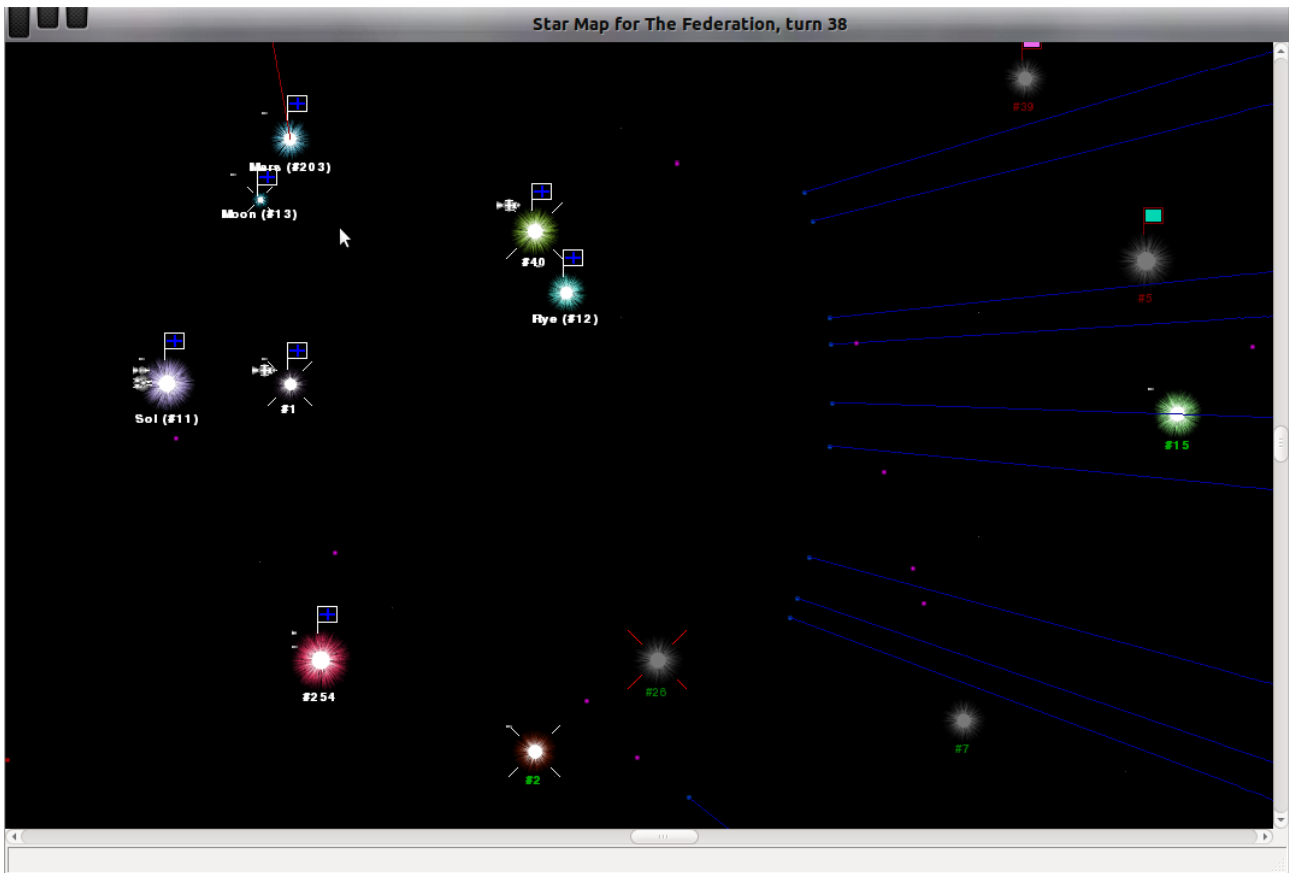
Mass: 491.000
Mass with full cargo: 491.000
Shield: 27.821
Speed: 22.129
Speed with full cargo: 22.129



Ok

Space Battles

Let's go back to the star map:



A diagonal cross on a star means a space battle has happened here during the last turn'. A colour of the cross indicates a winner. If it's 'white' – your ships have won, if it's 'red' – the enemy has won. To see the battle you need to right-click on the star and select 'Show battle' from the pop-up menu:



You will see a Battle Viewer modal window. On this picture we see just 2 ships – the Federation ship 'Belfast' fights of an enemy scout.

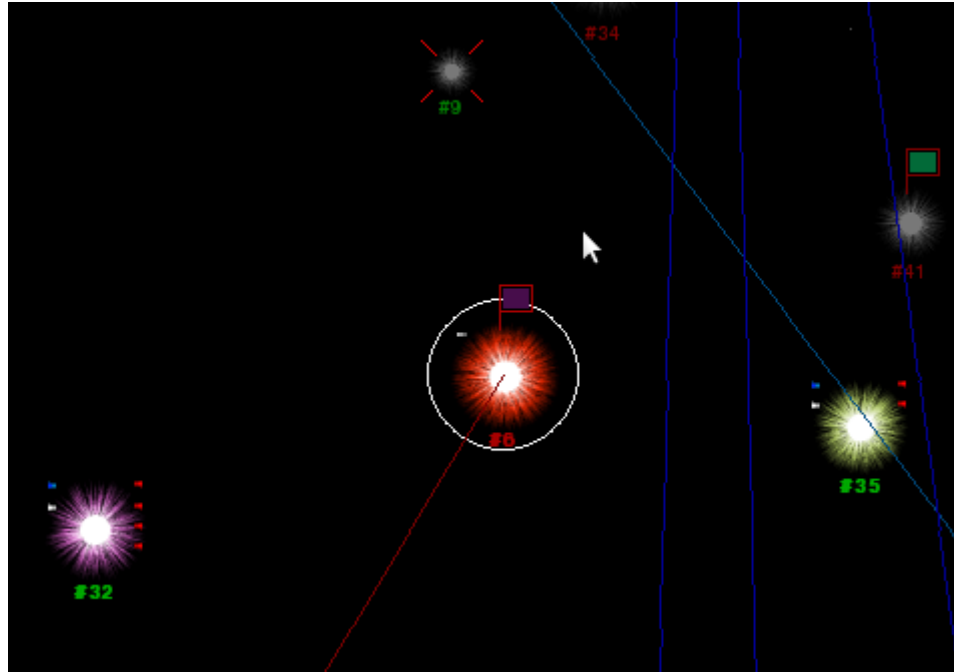
To start/stop the battle animation press ENTER. The viewer starts showing you every single shot and movement made by each ship. Some battles are large and this can take a while. Sometimes it can be boring to watch when, say, a hundred lightly armed transport ships are trying to fire at a battle ship with shield and can't penetrate it. To avoid such long waiting you can switch off showing the shots which have been fully repulsed by the shield or/and the shots which have missed. Use BACKSPACE to show/hide the missed shots and SPACE to show/hide the shielded shots.

It is also possible to 'play' the battle by actions and sequences, but I wouldn't recommend it – this feature is 'playing up', especially when you go backwards. Hopefully, will be fixed in the future.

Not all launched missiles are shown during the battle view – only those who hit the target or were fired at. This is done to avoid showing lots of missile launches not reaching any targets. It's boring to watch and takes long time.

Bombing

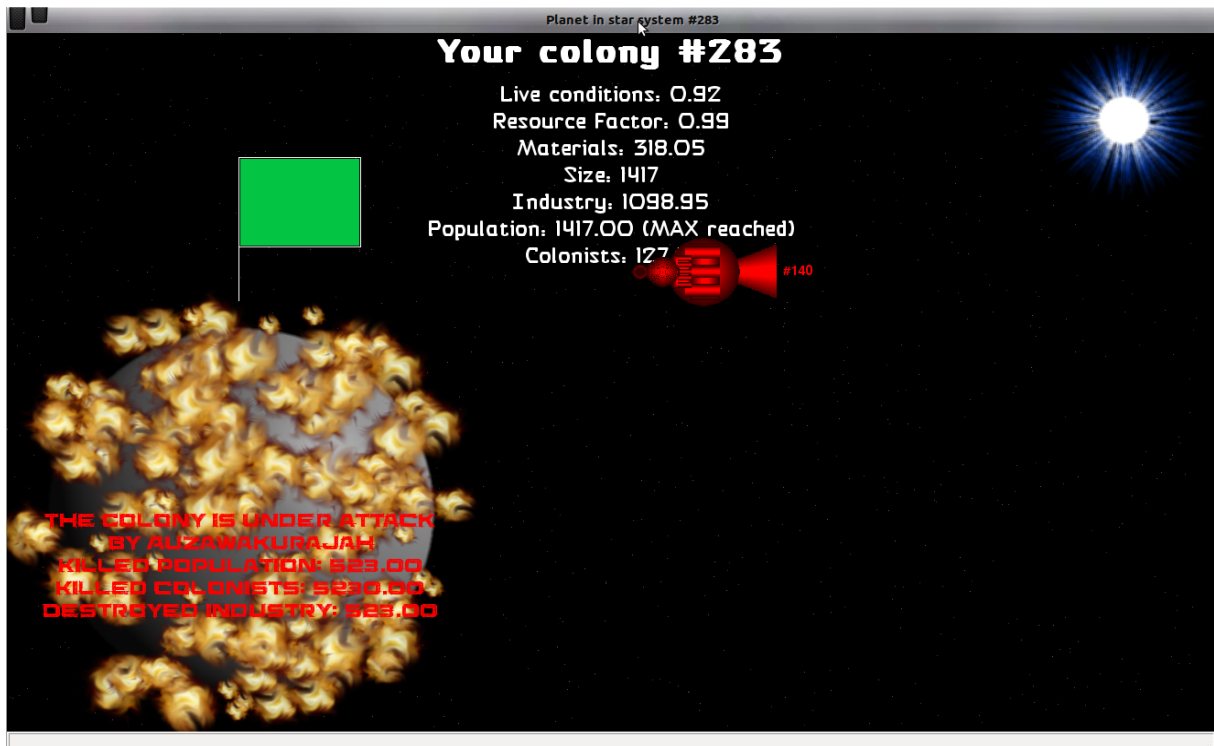
A circle around a star indicates that a 'bombing' has happened here during the last turn':



The white circle means 'you bomb the enemy', the red one means opposite: 'the enemy bombs your colony'. Double-click the star to see what's going on.

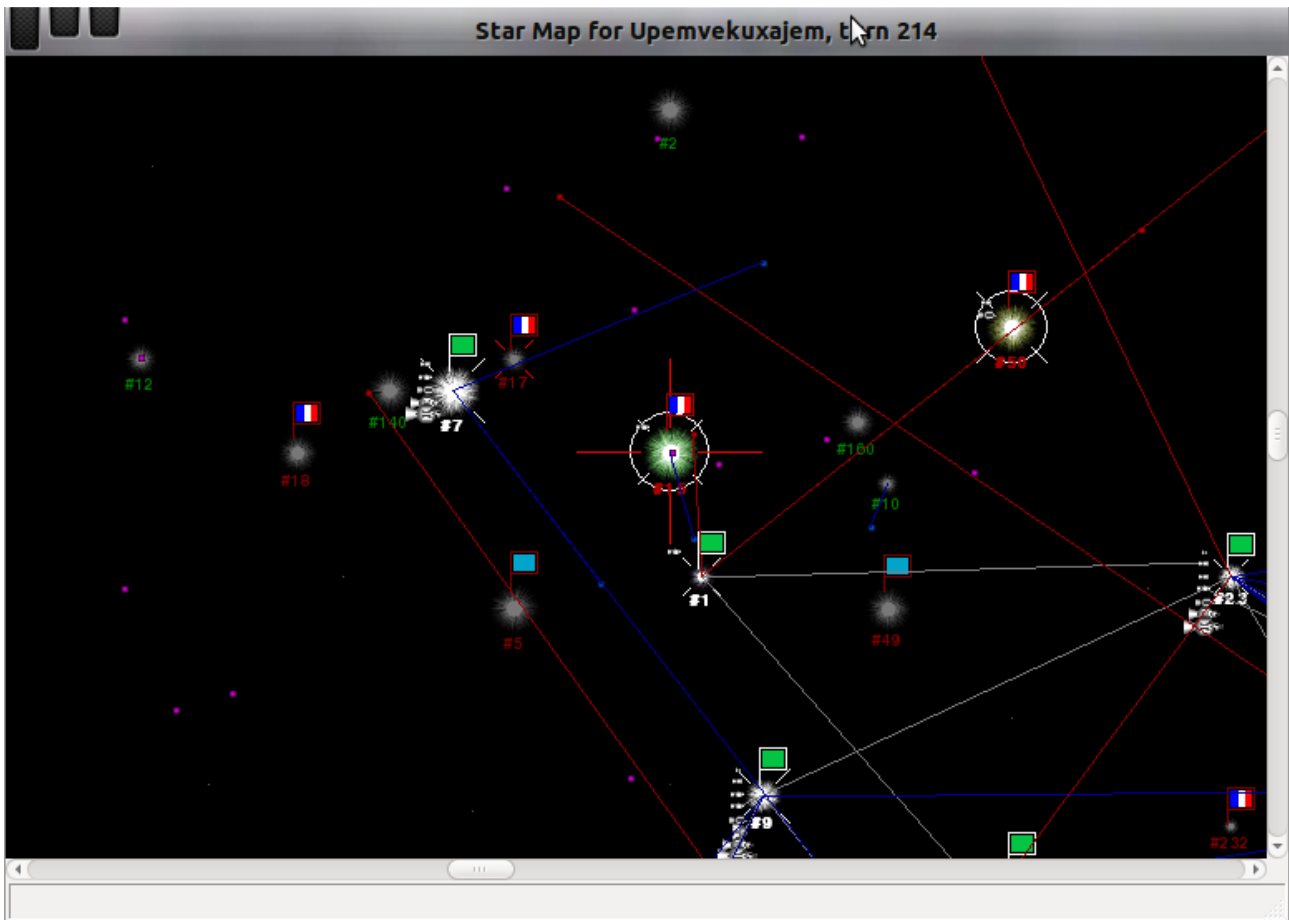


Here we see fairly little bombing caused by just one 'dk' ship #224 (this ship type is D1,L1x1) – the weakest ever combat ship you can construct. Nevertheless, being on enemy's colony orbit it bombs. Here is another example of more devastating bombing (taken from other galaxy far away...):



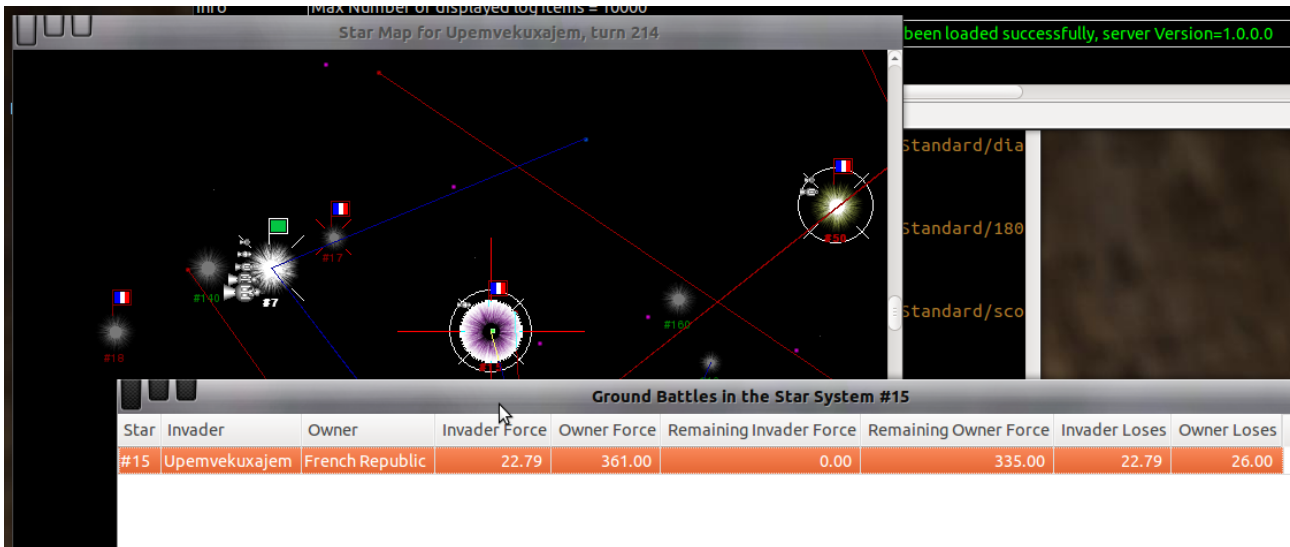
Ground Battles

A vertical cross on a star indicates that a 'ground battle happened here during the last turn':



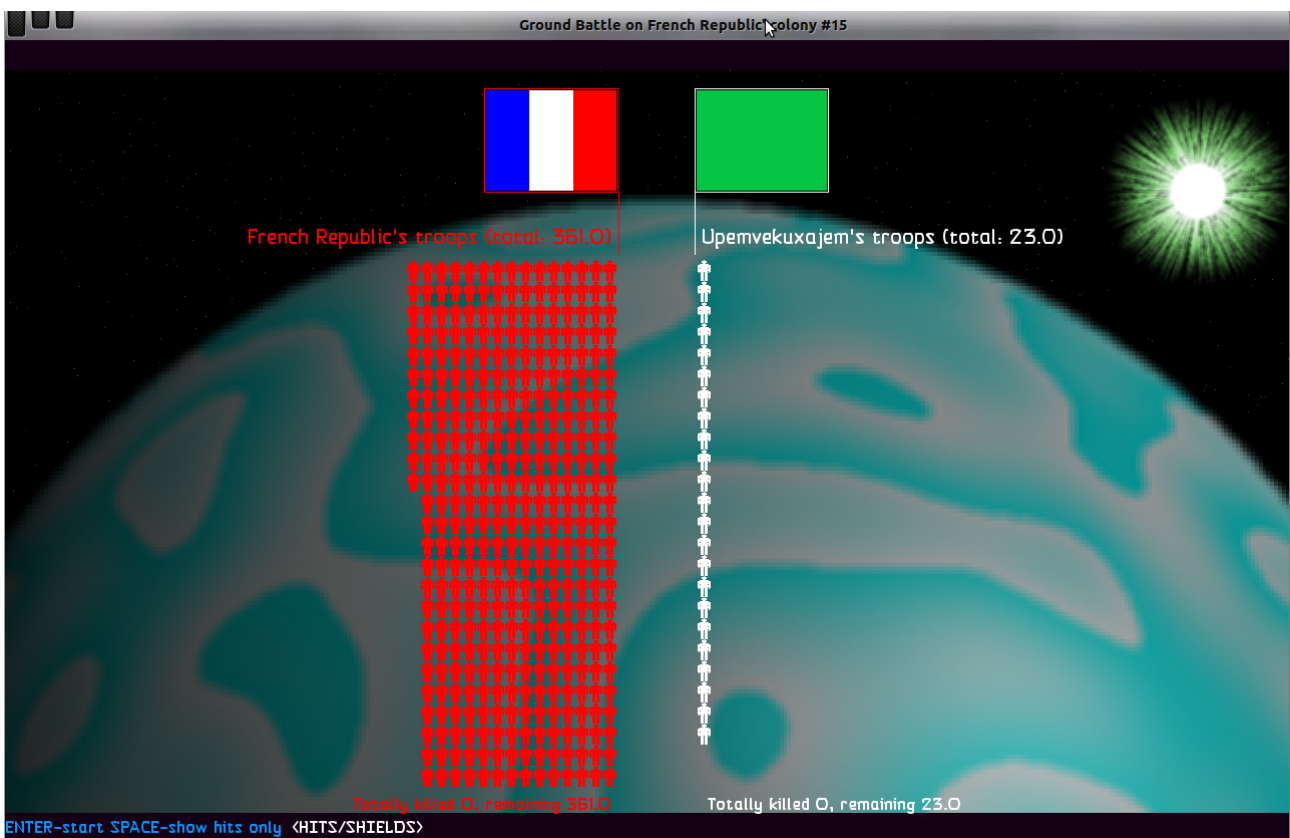
The white cross means 'you have won', the red one means the opposite: 'the enemy has won'. On the picture above on can see on the system #15 even three events have happen: a ground battle (red cross – enemy has won); the bombing (white circle – your ships have bombed the enemy colony), and the space battle (white diagonal cross – your ships have won).

To watch the battle right-click on the star and select from the pop-up menu item 'Ground Battles':



You'll see a list of all ground battles happened in the star system during the last turn. Note: it can be more than one battle, if more than two sides have been involved. The ground battles are processed in the order of starting, so it is always two sides in the one battle.

Double-click on the battle you'd like to watch:

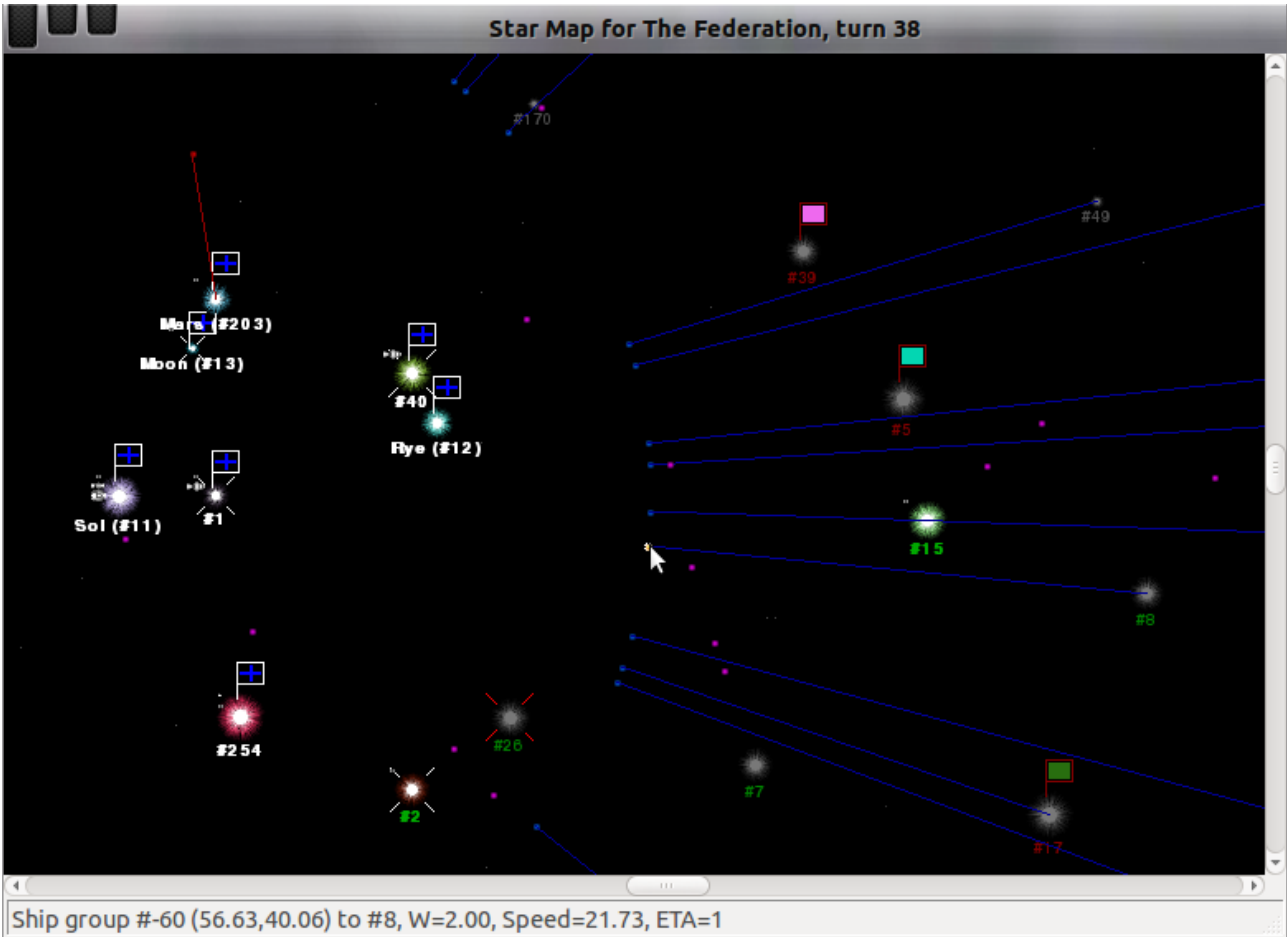


The Battle Viewer pops up in a modal window.

You can start/stop watching the battle by pressing ENTER. Use SPACE to avoid showing the shots repulsed by 'shield' – this will make the process a bit faster.

Space groups

The blue dots with blue lines pointing the star systems are your ship groups in the space travelling to different destinations:



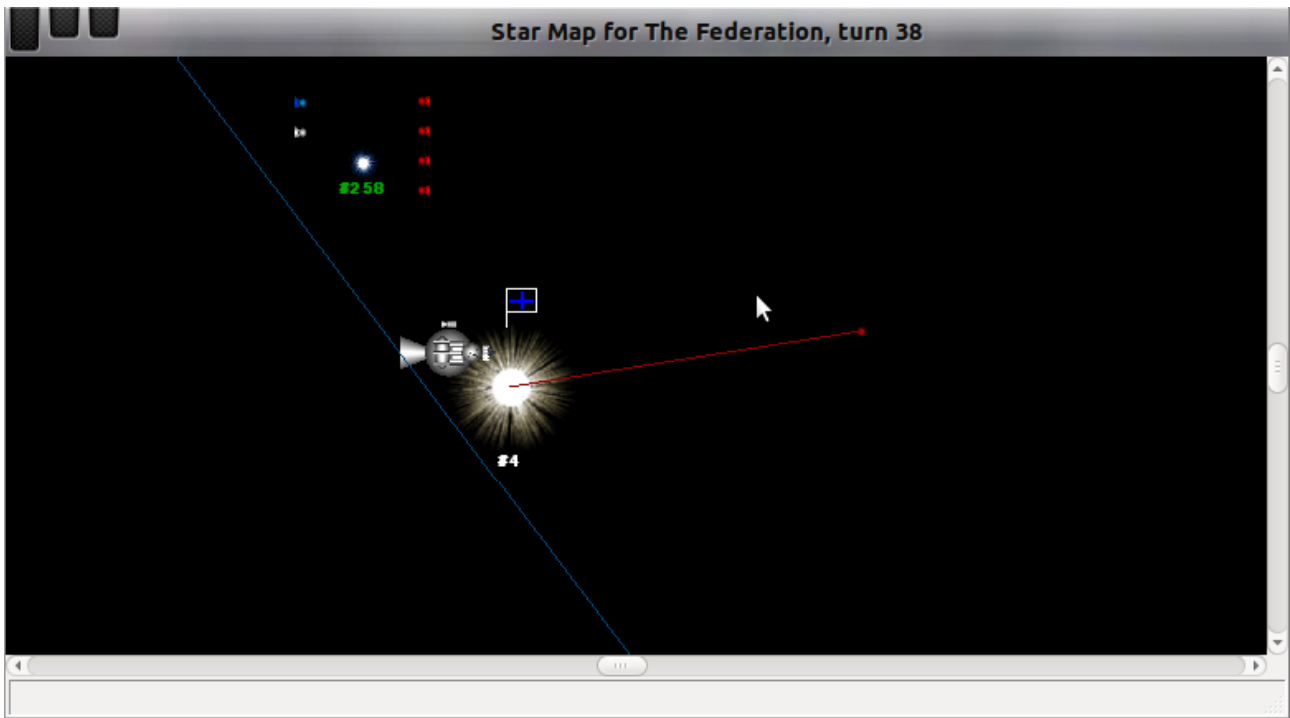
If you point a mouse to one of them, you'll see some information about the group in the status bar, showing a group id (always negative – space group feature), coordinates, destination (to <star id>), group mass (W=<mass in units>), speed and a number of years (turns) left to travel (ETA=<years>).

Right-click on the group, select an item 'Show ships in the group' from the pop-up menu, and you will see the list of the ships:

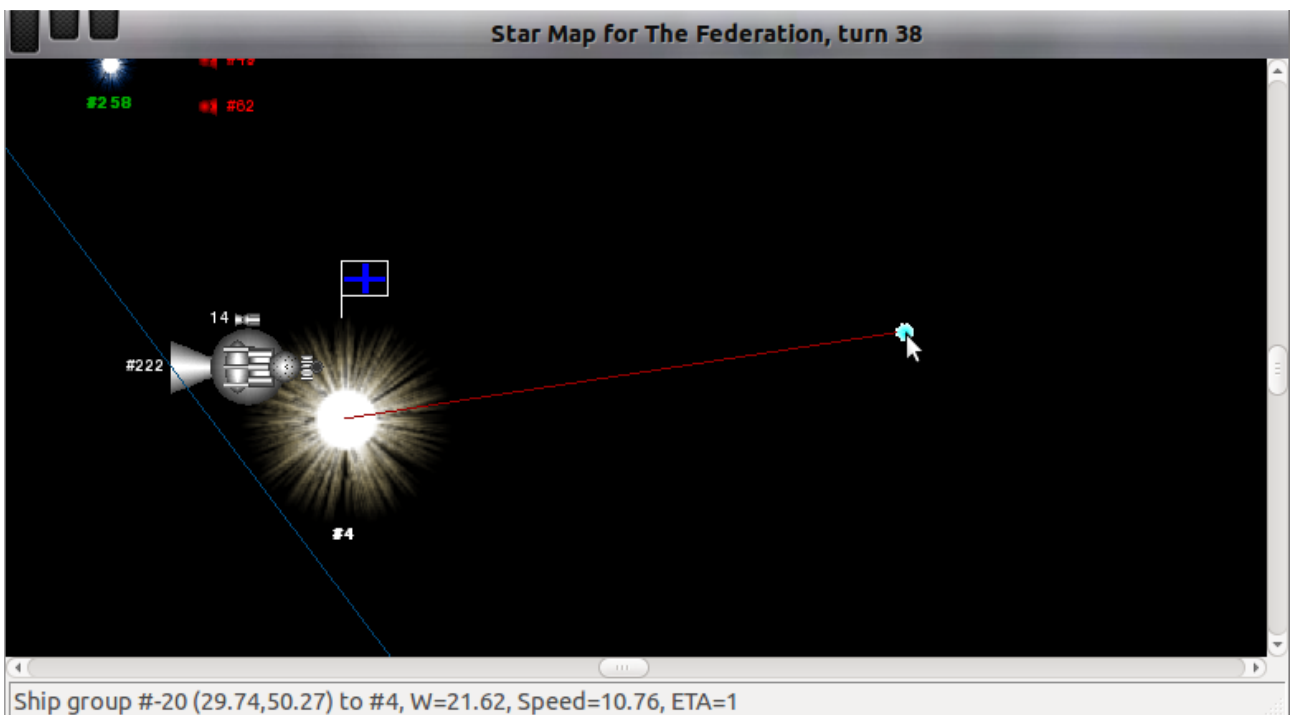
e	Nation	Type	Fleet Name	Default Fleet Name	Location	Mass	Speed	Shield	Efficiency	CF	Built	Travelled	Been
	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	in space: (56.63,40.06)	2.00	21.73	0.00	1.00	1.02	36	21.73	

In this example there is just one ship of type 'dk'.

The red dots with red lines pointing to your colonies are the approaching alien space groups:

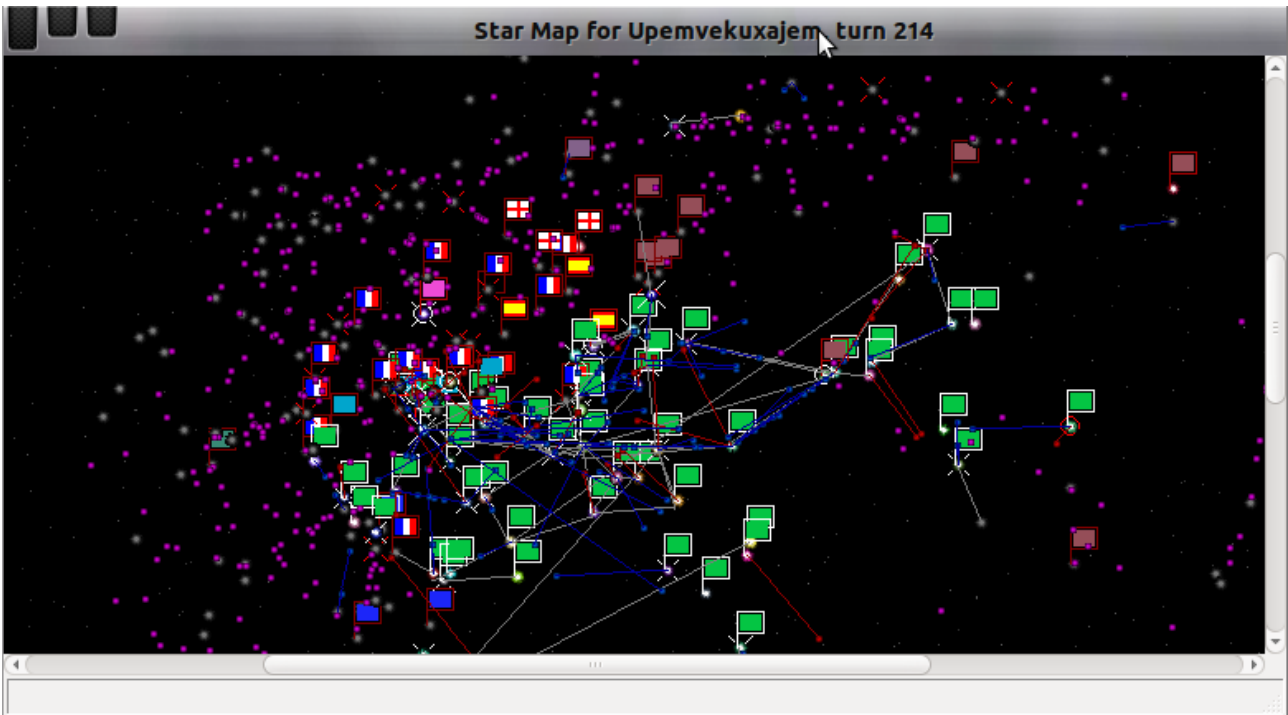


If you point a mouse to one of them, you'll see some details about the group in the status bar:

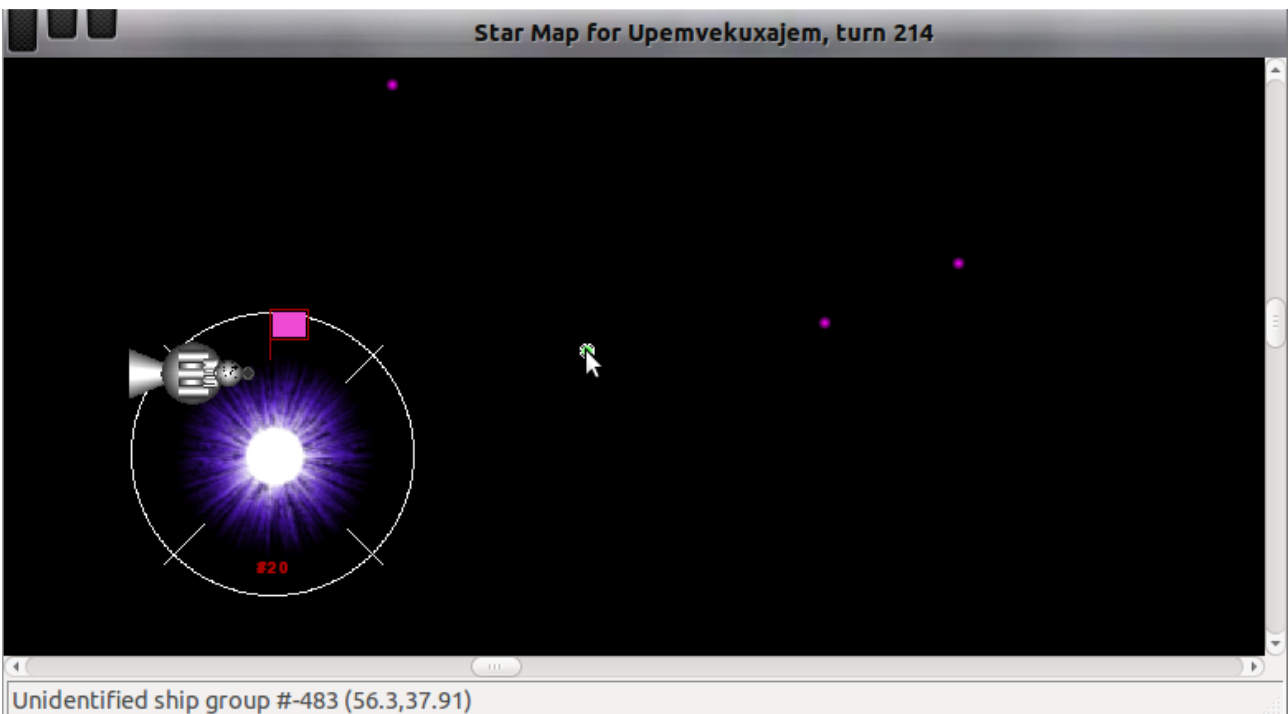


It states the group id, coordinates, destination (one of your colonies), group mass ($W=<mass>$), speed and ETA. You can't see the ships inside a group, you can only judge by a mass about the size of the group. This group is probably an alien transport ship (has a characteristic mass 21.62).

The purple dots without any lines are other alien groups in your visibility. They move somewhere from somewhere – you can't say, only guess. You may see a lot of them, like here:



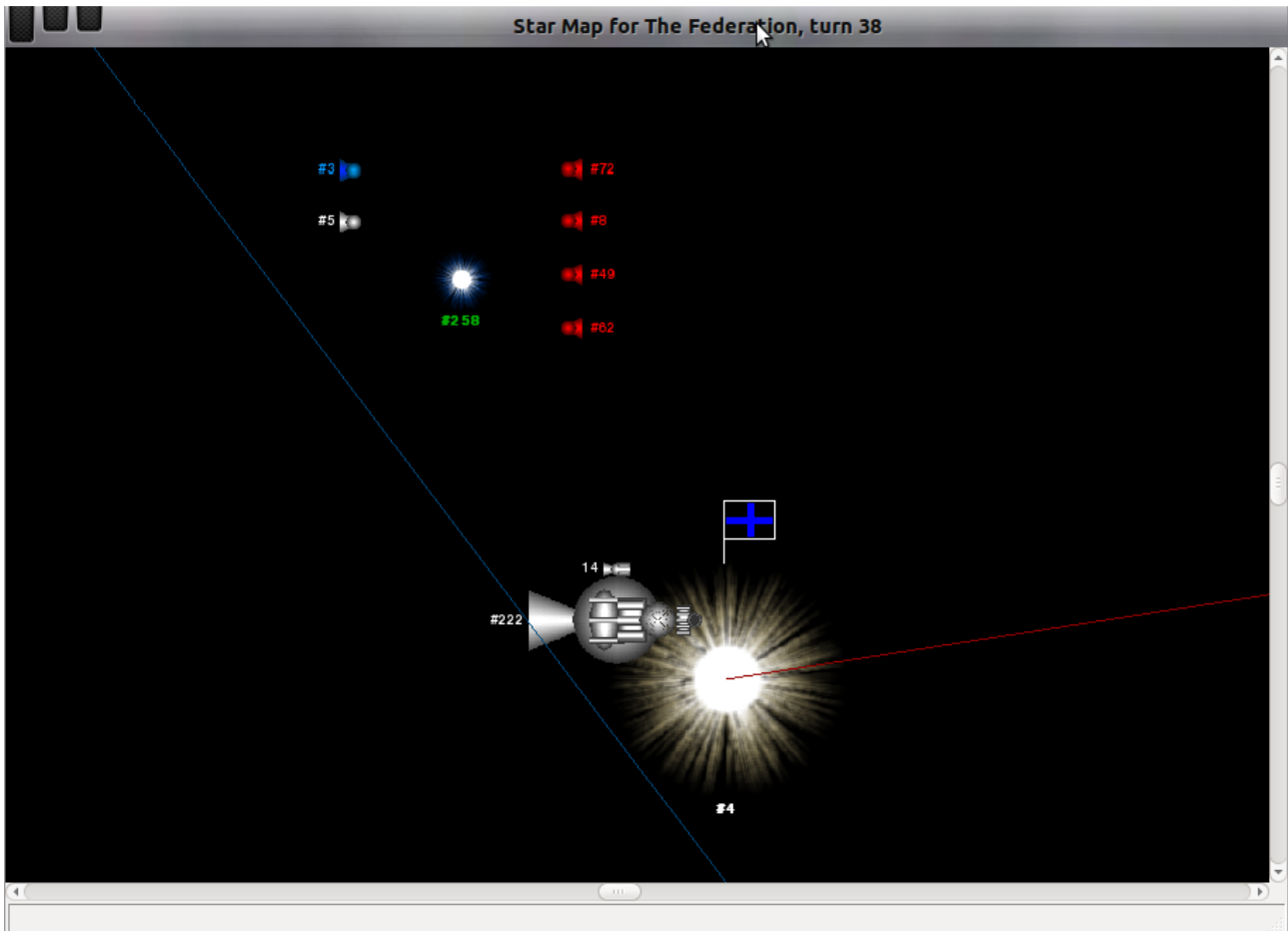
If you point a mouse to one of them, you'll see some details in the status bar.



Not much of use, but gives you some ideas about activity of alien ships in your district of the galaxy.

Ship groups

The ship groups are shown near the star systems. They become visible when you zoom in considerably:

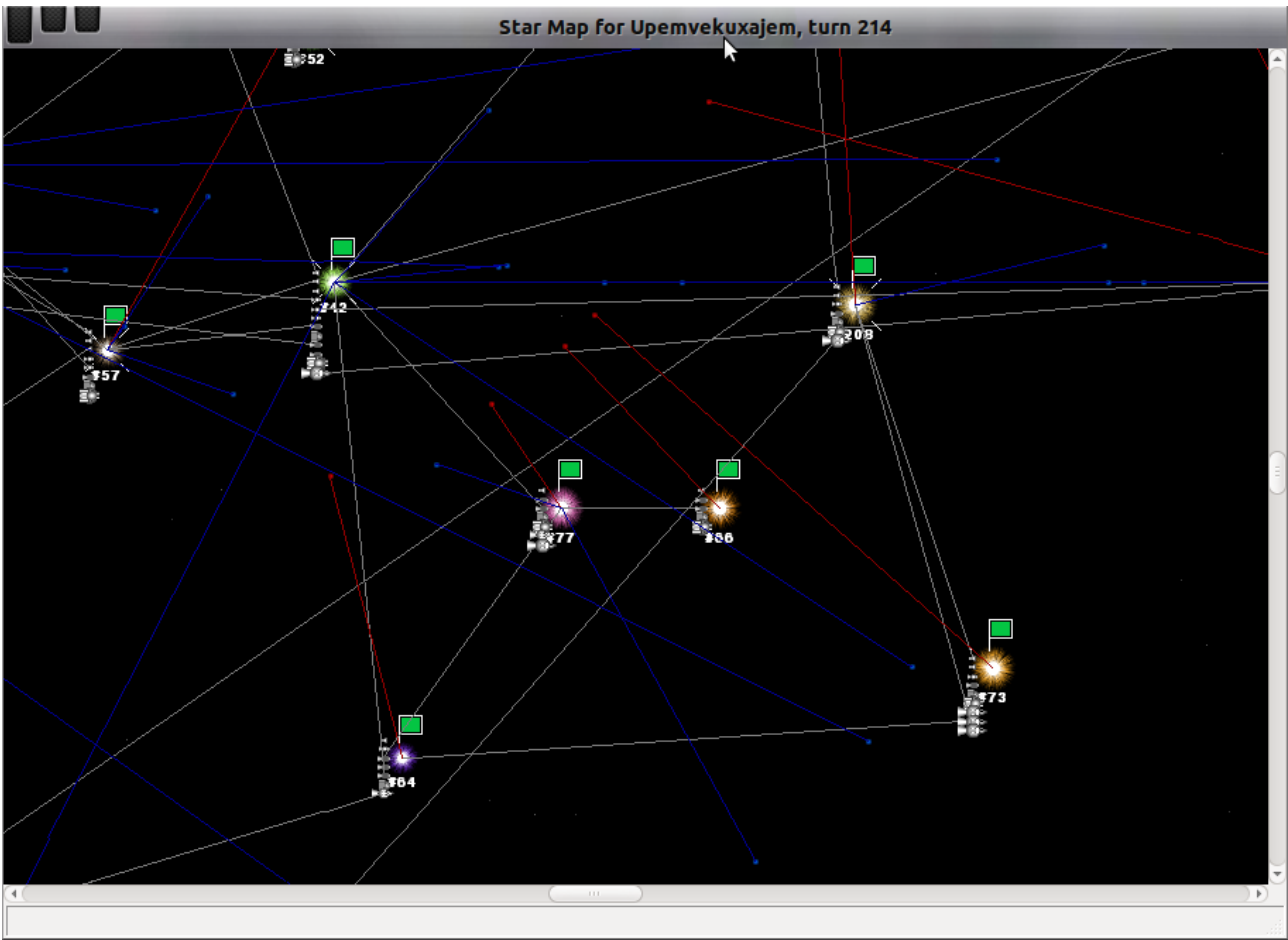


The ships are shown the same way as near the planets: ships of the same types are grouped together with a number of ships in the group on the left. If there is only one ship in the group, its id is displayed instead of the number of ships.

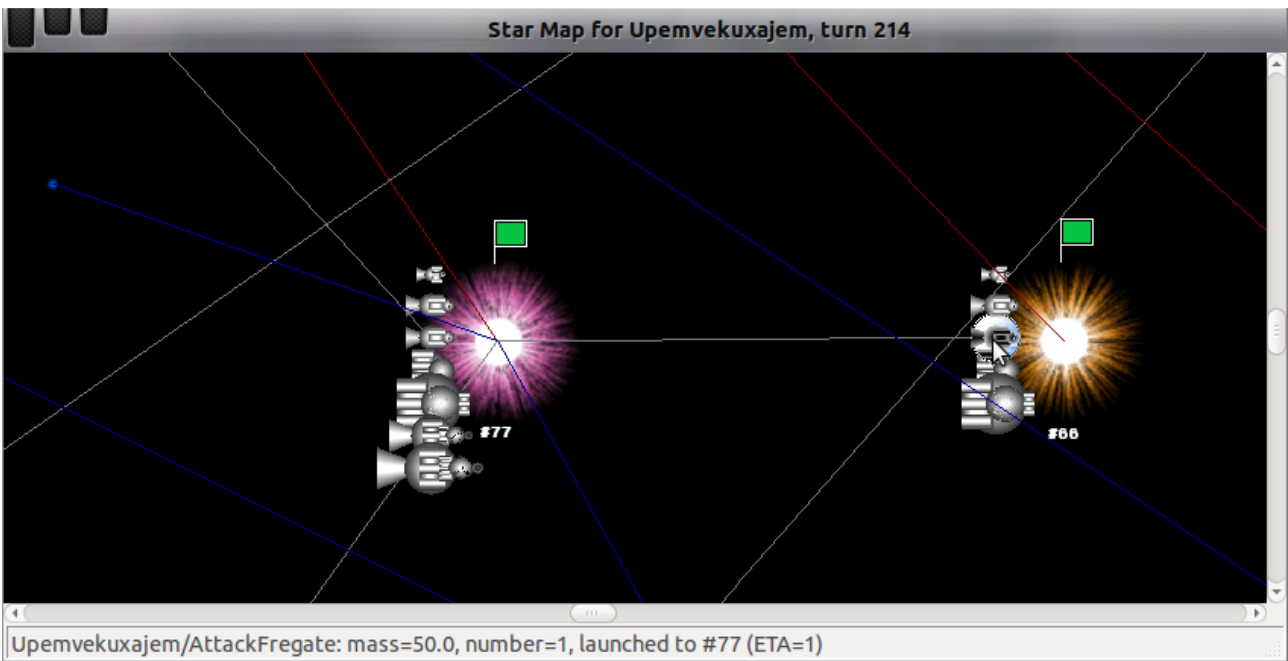
The ship colours indicate their relationship to the nation you rule. The white ships are yours, the red ones are enemies, the sky blue ones are the ships of your friends (the nations you have declared the peace, but again – this doesn't mean they are in peace with you).

Right-click on a ship group to see the ships or their types.

The white lines starting from a ship group to some star system show the 'launched' ships and their destinations:



Making a bit closer look one can see the ship group is launched to the system #77:



The Lists

Apart from the star map you can find lots of useful information in the lists. Every list contains some specific information in a grid view. You can sort the items by any column if you click on the column header.

Go to main window and click on menu item 'Lists', then select a list you'd like to see.

Report Messages

This list contains different tips and announcements coming along with the report. Currently there are just a few of them, like 'Some nation has been destroyed', or 'Someone has been awarded a title Baron', and so on. In the future the server will generate more and more announcements and tips to point you at some important facts or issues happened during the turn.

If there are any report messages in the report, the list will pop up automatically when you load the report. You can view it any time later, navigating to File → Lists → Report Messages.

Stars

The list contains all the visible stars with all their data:

All Visible Stars													
Id	Name	Galaxy Name	Owner	Last Reported (years ago)	Size	Reached Max	Total Population	Active Population	Colonists	Industry	Materials	Live cond.	Resources
1		Q1	The Federation	0	612.0		542.15	542.15	0.00	247.18	0.43	0.19	0.27
2		Q1	<uninhabited>	0	968.0		0.00	0.00	0.00	0.00	0.00	0.09	0.02
3		Q1	<uninhabited>	7	2494.0		0.00	0.00	0.00	0.00	0.00	0.31	0.11
4		Q1	The Federation	0	1415.0		355.81	355.81	0.00	0.00	0.17	0.52	0.37
5		Q1	Eiqujivymela	8	2076.0		244.71	244.71	0.00	0.00	0.71	0.85	0.17
6		Q1	Uylelytysug	0	2447.0		3.35	3.35	0.00	0.00	0.32	0.17	0.01
7		Q1	<uninhabited>	7	937.0		0.00	0.00	0.00	0.00	0.00	0.38	0.19
8		Q1	<uninhabited>	18	958.0		0.00	0.00	0.00	0.00	0.00	0.19	0.71
9		Q1	<uninhabited>	8	309.0		0.00	0.00	0.00	0.00	309.00	0.13	0.10
10		Q1	Cambria	7	1727.0		789.37	789.37	0.00	0.00	0.30	0.42	0.47
11	Sol	Q1	The Federation	0	1703.0	yes	2653.20	1703.00	95.02	1703.00	0.00	0.60	0.86
12	Rye	Q1	The Federation	0	707.0		1172.66	707.00	46.57	622.48	0.64	0.85	0.80
13	Moon	Q1	The Federation	0	70.0		70.52	70.00	0.05	63.00	0.34	0.58	0.66
14		Q1	Cambria	0	2058.0		2403.74	2058.00	34.57	0.00	1261.01	0.56	0.26
15		Q1	<uninhabited>	0	1170.0		0.00	0.00	0.00	0.00	0.00	0.80	0.42
16		Q1	Cambria	0	505.0		527.22	505.00	2.22	11.41	0.17	0.22	0.97

Double-click on the selected star to see the 'planet view':

All Visible Stars													
Id	Name	Galaxy Name	Owner	Last Reported (years ago)	Size	Reached Max	Total Population	Active Population	Colonists	Industry	Materials	Live cond.	Resources
16		Q1	Cambria	0	505.0		527.22	505.00	2.22	11.41	0.17	0.22	0.97
17		Q1	Uozehafuky	7	2269.0		648.02	648.02	0.00	0.00	0.00	0.93	0.14
18			[unknown]	0	1.0		0.00	0.00	0.00	0.00	0.00	0.00	0.01
19		Q1	Cambria	0	169.0		174.75	169.00	0.57	18.17	150.83	0.34	0.25

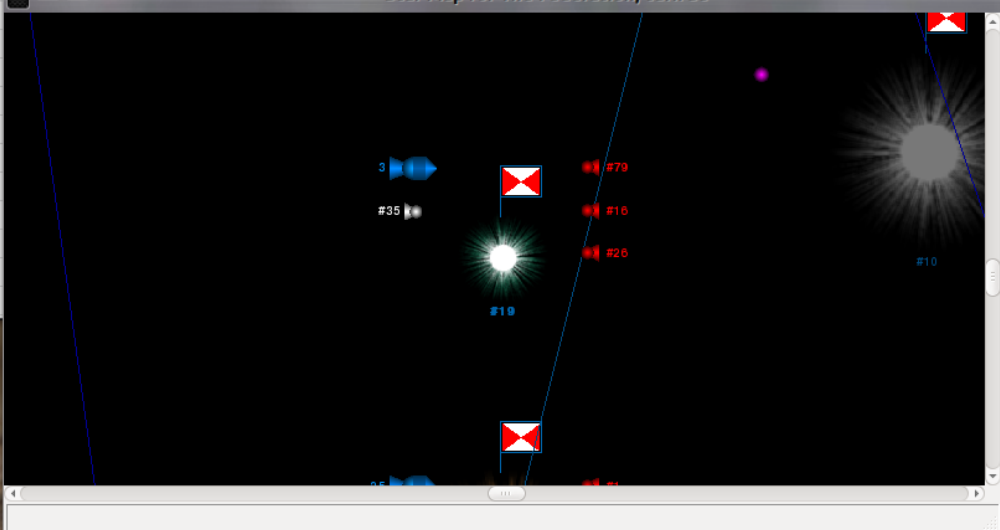
Planet in star system #19

Cambria's colony #19

Live conditions: 0.34
 Resource Factor: 0.25
 Materials: 150.83
 Size: 169
 Industry: 18.17
 Population: 169.00 (MAX reached)
 Colonists: 0.57

If you do a right-click on the selected star in the list, you'll see a pop-up menu with one item 'Locate star on the map'. If you click it, the star map will reposition itself to show the selected star system right in the map centre:

18		[unknown]	0	1.0	0.00	0.00	0.00	0.00
19	Q1	Cambria	0	169.0	174.75	169.00	0.57	18.17
20	Q1							0.00
21	Q1							0.00
22	Q1							0.00
23								0.00
24	Q1							0.00
25	Q1							0.00
26	Q1							0.00
27	Q1							0.00
28								0.00
29	Q1							0.00
30	Q1							0.00
31	Q1							0.00



The image shows a screenshot of a game interface. On the left is a table with columns for turn numbers (18-31) and star names (Q1, Cambria). A mouse cursor is hovering over the 'Cambria' entry in row 19. On the right is a window titled 'Star Map for The Federation, turn 38'. The map shows a star system with a central bright star (#19) and several other stars (#79, #16, #26, #10, #35) connected by blue lines. A red and white flag icon is visible near the central star.

Ships

List of all your ships and other nation ships located at your colonies or in the systems where your ships are. This list is a bit messy, I am seriously thinking about separating it on several smaller lists, but currently this is what we have:

All visible ships															
ID	Name	Nation	Type	Fleet Name	Default Fleet Name	Location	Mass	Speed	Shield	Efficiency	CF	Built	Travelled	Been damaged	Destroyed
312	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	Sol (#11)	2.00	21.73	0.00	1.00	1.01	37	0.00	0	
313	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	Sol (#11)	2.00	21.73	0.00	1.00	1.01	37	0.00	0	
314	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	Sol (#11)	2.00	21.73	0.00	1.00	1.01	37	0.00	0	
315	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	Sol (#11)	2.00	21.73	0.00	1.00	1.01	37	0.00	0	
316	?	The Federation	dk	SCOUT_FLEET	SCOUT_FLEET	Sol (#11)	2.00	21.73	0.00	1.00	1.01	37	0.00	0	
317	?	The Federation	dk	?	?	#4	2.00	21.73	0.00	1.00	1.00	38	0.00	0	
318	?	The Federation	dk	?	?	Moon (#13)	2.00	21.73	0.00	1.00	1.00	38	0.00	0	
319	?	The Federation	dk	?	?	#254	2.00	21.73	0.00	1.00	1.00	38	0.00	0	
3	?	Cambria	Scout Ship	?	SCOUT_FLEET	#258	1.00	6.33	0.00	0.32	1.28	12	54.02	1	
13	?	Cambria	Scout Ship	?	SCOUT_FLEET	#20	1.00	20.00	0.00	1.00	1.26	12	33.74	0	
15	?	Cambria	Scout Ship	?	SCOUT_FLEET	#36	1.00	20.00	0.00	1.00	1.27	12	75.59	0	
18	?	Cambria	Scout Ship	?	SCOUT_FLEET	#27	1.00	20.00	0.00	1.00	1.26	12	32.07	0	
22	?	Cambria	Scout Ship	?	SCOUT_FLEET	#33	1.00	20.00	0.00	1.00	1.26	12	28.47	0	
24	?	Cambria	Scout Ship	?	SCOUT_FLEET	#35	1.00	20.00	0.00	1.00	1.27	12	24.10	0	
28	?	Cambria	Scout Ship	?	SCOUT_FLEET	#30	1.00	20.00	0.00	1.00	1.27	12	75.53	0	
31	?	Cambria	Scout Ship	?	SCOUT_FLEET	#62	1.00	20.00	0.00	1.00	1.26	12	48.36	0	

Mind 'Nation' column to understand what nation the ship belongs to.

Double-click on the selected ship to see the ship designer view in read-only mode to check the ship construction. A right-click will pop up a menu like in the Stars list, with one item 'Locate the ship on the map'. If you click the item, the star map will reposition itself to show the star system where the selected ship is currently on the orbit in the map centre. Or, if the ship is in space, the map will show the space group, the ship belongs to, in the map centre.

Ship Types

The list contains all your ship types and actual number of existing ships for each of them:

All ship types				
Nation	Name	Ship Class	Code	Number of Ships
Upemvekuxajem	AttackCruiser	Combat	D125.0,S40.0,L30.0x3@as,L5.0x5@as,R10.0,	21
Upemvekuxajem	AttackFregate	Combat	D25.0,S10.0,L10.0x2@as,	209
Upemvekuxajem	AttackLineShip	Combat	D250.0,S80.0,L60.0x3@as,L10.0x5@as,R20.0,	57
Upemvekuxajem	AttackReider	Combat	D5.0,S1.0,L2.0x3@as,	628
Upemvekuxajem	BigDefender	Combat	S250.0,L100.0x3@as,L10.0x9@as,	0
Upemvekuxajem	CargoCarrier	Service	D10.0,C6.0,L2.0x3@as,	685
Upemvekuxajem	Destroyer	Combat	D20.0,S10.0,L5.0x5@as,	0
Upemvekuxajem	Fighter	Combat	D2.0,S1.0,L1.0x1@as,	0
Upemvekuxajem	Fregate	Combat	D70.0,S30.0,L30.0x3@as,L10.0x5@as,M5.0x3@as/3/1/0.3,	0
Upemvekuxajem	MiddleDefender	Combat	S100.0,L40.0x3@as,L10.0x3@as,	32
Upemvekuxajem	RootMaster	Service	D25.0,C20.0,L3.0x3@as,	0
Upemvekuxajem	Scout Ship	Service	D1.0,	65
Upemvekuxajem	SmallDefender	Combat	S25.0,L10.0x4@as,	109
Upemvekuxajem	Transport Ship	Service	D10.0,C10.0,	0

Double-click on the selected type to see a list of all the ships belonging to the type:

ID	Name	Nation	Type	Fleet Name	Default Fleet Name	Location	Mass	Speed	Shield	Efficiency	CF	Built	Travelled	Been damaged	Destroyed
304	?	Upemvekuxajem	AttackReider	?	?	#52	10.00	11.90	0.55	1.00	3.21	63	33.72	0	
305	?	Upemvekuxajem	AttackReider	?	?	#52	10.00	11.90	0.55	1.00	3.22	63	33.72	0	
756	?	Upemvekuxajem	AttackReider	?	?	#74	10.00	11.90	0.55	1.00	2.99	92	15.60	0	
2082	?	Upemvekuxajem	AttackReider	?	?	#86	10.00	11.90	0.55	1.00	2.14	137	37.96	0	
2083	?	Upemvekuxajem	AttackReider	?	?	#86	10.00	11.90	0.55	1.00	2.14	137	37.96	0	
2084	?	Upemvekuxajem	AttackReider	?	?	#86	10.00	11.90	0.55	1.00	2.15	137	37.96	1	
2168	?	Upemvekuxajem	AttackReider	?	?	#57	10.00	11.90	0.55	1.00	2.06	140	44.41	1	
2169	?	Upemvekuxajem	AttackReider	?	?	#57	10.00	11.90	0.55	1.00	2.05	140	44.41	0	
2170	?	Upemvekuxajem	AttackReider	?	?	#57	10.00	11.90	0.55	1.00	2.05	140	44.41	0	

This list behaves the same way as the Ships list above (you can watch the ship in the designer or locate it on the map).

Right-click on the selected ship type pops up a menu with two items:

- **Show ship type:** this will display a ship designer in the design mode. So, you can create a new ship type from an existing ship type, making some changes, and the save it in the command editor
- **Show ships:** the same if you have double-clicked on the selected ship type

Fleets

This is a list of all the fleets you have, including the system fleets. The list contains a number of ships for each fleet and assignment information:

Fleets				
Name	Ships	Total Mass	Speed	Assignment information
* ATTACK_FLEET	0	0.00	0.00	?
* DEFENCE_FLEET	141	11850.00	0.00	?
* SCOUT_FLEET	65	65.00	0.00	?
TASK FLEET 115	3	70.00	12.66	?
TASK FLEET 121	2	20.00	15.35	moving to star #125: 125
TASK FLEET 122	5	50.00	11.90	?
TASK FLEET 124	6	300.00	15.35	?
TASK FLEET 129	1	10.00	15.35	moving to star #116: 57->25->56->23->50->13->6->137->116
TASK FLEET 131	3	30.00	15.35	moving to star #58: 154->230->173->188->197->218->118->103->70->46->137->13->1->21->58
TASK FLEET 132	3	30.00	11.90	?
TASK FLEET 137	5	50.00	15.35	moving to star #54: 35->111->105->54
TASK FLEET 14	11	720.00	14.54	?
TASK FLEET 140	5	50.00	15.35	moving to star #89: 179->68->332->48->37->11->12->5->9->275->89
TASK FLEET 15	2	60.00	11.90	?
TASK FLEET 153	6	420.00	11.90	?
TASK FLEET 16	10	910.00	11.90	?

The 'assignment information' shows where the fleet has been assigned to move to (actually for ships list this column has the same meaning). 'Moving to star #54: 35->111->105->54' shows the route from current location #35 to the final destination #54, visiting on the way the systems #111 and #105. Such a 'route' has been calculated to avoid the 'jumps' bigger than 10LY.

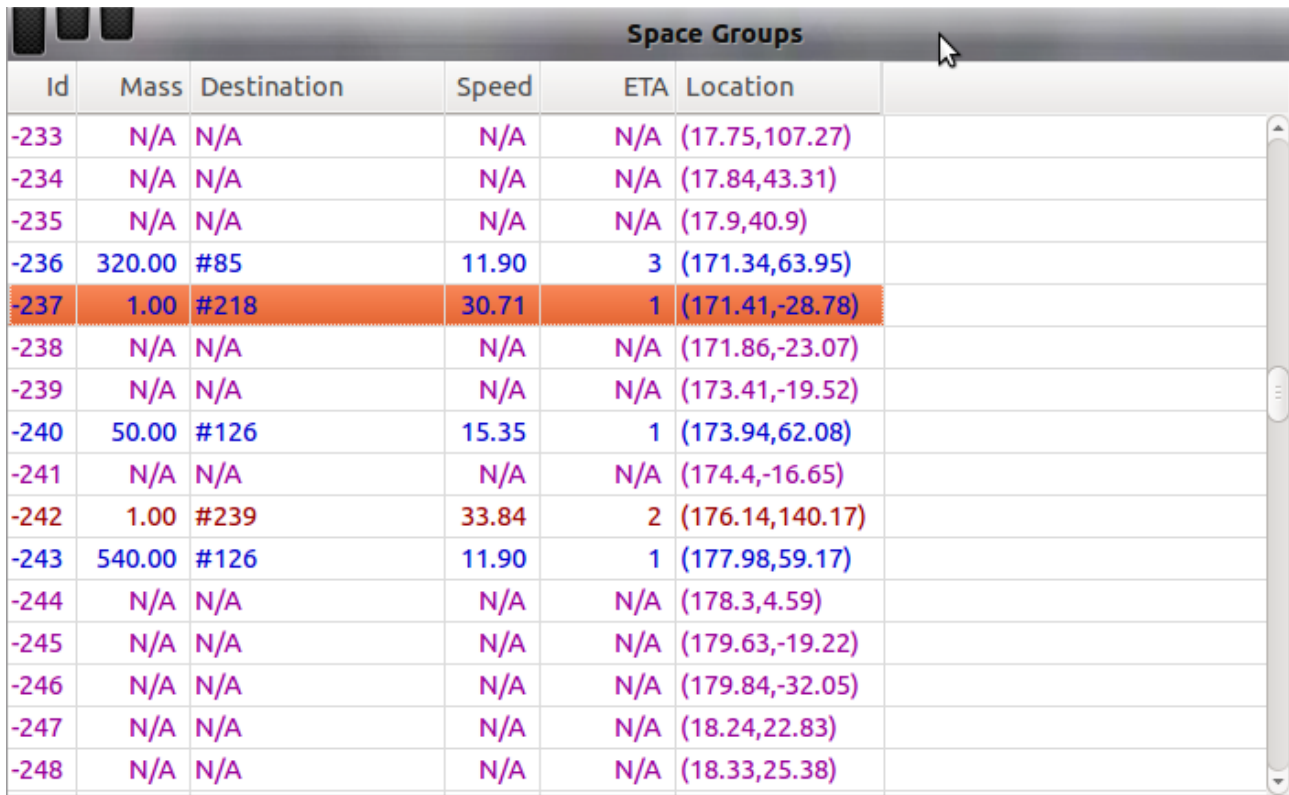
Double-click on the selected fleet will pop up the list of ships belonging to the fleet:

Name	Ships	Total Mass	Speed	Assignment information
* ATTACK_FLEET	0	0.00	0.00	?
* DEFENCE_FLEET	141	11850.00	0.00	?
* SCOUT_FLEET	65	65.00	0.00	?

Ships for Upemvekuxajem/DEFENCE_FLEET														
ID	Name	Nation	Type	Fleet Name	Default Fleet Name	Location	Mass	Speed	Shield	Efficiency	CF	Built	Travelled	Beer
69	?	Upemvekuxajem	MiddleDefender	DEFENCE_FLEET	DEFENCE_FLEET	#86	200.00	0.00	20.35	1.00	4.63	18	0.00	
TASK FLEET 121														
TASK FLEET 122														
TASK FLEET 124	82	?	Upemvekuxajem	SmallDefender	DEFENCE_FLEET	DEFENCE_FLEET	50.00	0.00	8.08	1.00	4.01	22	0.00	
TASK FLEET 129	83	?	Upemvekuxajem	SmallDefender	DEFENCE_FLEET	DEFENCE_FLEET	50.00	0.00	8.08	1.00	4.18	22	0.00	
TASK FLEET 131	98	?	Upemvekuxajem	SmallDefender	DEFENCE_FLEET	DEFENCE_FLEET	50.00	0.00	8.08	1.00	4.23	26	0.00	
TASK FLEET 132	102	?	Upemvekuxajem	SmallDefender	DEFENCE_FLEET	DEFENCE_FLEET	50.00	0.00	8.08	1.00	3.89	28	0.00	
TASK FLEET 137	140	?	Upemvekuxajem	SmallDefender	DEFENCE_FLEET	DEFENCE_FLEET	50.00	0.00	8.08	1.00	4.89	46	0.00	
TASK FLEET 14	213	?	Upemvekuxajem	SmallDefender	DEFENCE_FLEET	DEFENCE_FLEET	50.00	0.00	8.08	1.00	4.91	56	0.00	

Space Groups

A list of all the space groups in your visibility:



Id	Mass	Destination	Speed	ETA	Location
-233	N/A	N/A	N/A	N/A	(17.75,107.27)
-234	N/A	N/A	N/A	N/A	(17.84,43.31)
-235	N/A	N/A	N/A	N/A	(17.9,40.9)
-236	320.00	#85	11.90	3	(171.34,63.95)
-237	1.00	#218	30.71	1	(171.41,-28.78)
-238	N/A	N/A	N/A	N/A	(171.86,-23.07)
-239	N/A	N/A	N/A	N/A	(173.41,-19.52)
-240	50.00	#126	15.35	1	(173.94,62.08)
-241	N/A	N/A	N/A	N/A	(174.4,-16.65)
-242	1.00	#239	33.84	2	(176.14,140.17)
-243	540.00	#126	11.90	1	(177.98,59.17)
-244	N/A	N/A	N/A	N/A	(178.3,4.59)
-245	N/A	N/A	N/A	N/A	(179.63,-19.22)
-246	N/A	N/A	N/A	N/A	(179.84,-32.05)
-247	N/A	N/A	N/A	N/A	(18.24,22.83)
-248	N/A	N/A	N/A	N/A	(18.33,25.38)

Each item in the lists is coloured according to the group colour on the star map.

The blue lines are your groups – their mass, destination, speed and ETA are well known. Double-click on the blue line will show you a list of ships belonging to the group. A right-click will pop up a menu with two items:

- **Locate the group on the map:** this will place the group in the centre of the star map
- **Show ships in the group:** the same effect as a double-click

The red lines are the alien groups approaching to your colonies - their mass, destination, speed and ETA are known. You can't see the ships belonging to the group, but you can locate it on the map via right-click pop up menu.

The purple lines are the unknown alien groups – you know nothing about them apart from the coordinates. You can locate them on the map by usual way (right-click...).

Transport Orders

Is a list of all the orders assigned to the Transport Manager:

All Transport Orders								
Nation	Id	Cargo type	Ordered	Delivered	To deliver	From	To	Status
Upemvekuxajem	429	COL	54.16	37.52	16.63	#305	#177	in progress
Upemvekuxajem	457	COL	18.91	2.28	16.63	#58	#15	in progress
Upemvekuxajem	476	COL	30.56	22.24	8.32	#56	#23	in progress
Upemvekuxajem	478	COL	9.67	0.00	9.67	#80	#162	in progress
Upemvekuxajem	479	COL	6.90	0.00	6.90	#231	#162	in progress
Upemvekuxajem	488	DEVMAT	1012.22	945.69	66.53	#21	#89	in progress
Upemvekuxajem	489	COL	67.62	50.99	16.63	#52	#25	in progress
Upemvekuxajem	490	COL	70.20	0.00	70.20	#230	#176	in progress
Upemvekuxajem	492	COL	127.37	35.89	91.47	#9	#7	in progress
Upemvekuxajem	495	COL	80.66	0.00	80.66	#54	#20	in progress
Upemvekuxajem	497	COL	64.34	0.00	64.34	#139	#20	in progress
Upemvekuxajem	500	COL	38.40	21.77	16.63	#58	#48	in progress
Upemvekuxajem	501	COL	6.29	0.00	6.29	#305	#287	in progress
Upemvekuxajem	502	COL	169.81	0.00	169.81	#322	#287	in progress
Upemvekuxajem	503	COL	41.18	8.32	32.87	#21	#48	in progress
Upemvekuxajem	504	COL	15.00	0.00	15.00	#68	#48	in progress

Most of the orders are always in progress – very rare you'll see something else.

Production Orders

Contains a list of all the production orders:

List of production orders								
Nation	Colony	Id	Type	Priority	Ordered	Produced	Status	Info
Upemvekuxajem		4330	SHIP	-80	10.00	0.00	(waiting)	Ships 'AttackReider', mass=10, number=1
Upemvekuxajem		4331	SHIP	-80	1000.00	0.00	(waiting)	Ships 'AttackLineShip', mass=500, number=2
Upemvekuxajem		4332	SHIP	-80	10.00	0.00	(waiting)	Ships 'AttackReider', mass=10, number=1
Upemvekuxajem	#1	4333	IND	-50	259.35	0.00	(waiting)	Industry
Upemvekuxajem	#7	4237	IND	-50	1409.87	0.00	(waiting)	Industry
Upemvekuxajem	#23	3918	IND	-50	69.95	0.00	(waiting)	Industry
Upemvekuxajem	#25	4363	SHIP	-80	50.00	27.81	in progress	Ships 'AttackFregate', mass=50, number=1
Upemvekuxajem	#34	4377	SHIP	-80	50.00	16.87	in progress	Ships 'AttackFregate', mass=50, number=1
Upemvekuxajem	#42	4344	SHIP	-80	50.00	16.20	in progress	Ships 'AttackFregate', mass=50, number=1
Upemvekuxajem	#43	4352	SHIP	-80	100.00	12.90	in progress	Ships 'AttackFregate', mass=50, number=2
Upemvekuxajem	#48	4095	IND	-50	1250.11	0.00	(waiting)	Industry
Upemvekuxajem	#52	4367	SHIP	-80	250.00	0.00	(waiting)	Ships 'AttackCruiser', mass=250, number=1
Upemvekuxajem	#54	4364	SHIP	-80	40.00	0.00	(waiting)	Ships 'AttackReider', mass=10, number=4
Upemvekuxajem	#56	4374	SHIP	-80	30.00	0.00	(waiting)	Ships 'AttackReider', mass=10, number=3
Upemvekuxajem	#57	4346	SHIP	-80	500.00	100.00	in progress	Ships 'AttackLineShip', mass=500, number=1
Upemvekuxajem	#58	4355	SHIP	-80	20.00	0.00	(waiting)	Ships 'AttackReider', mass=10, number=2
Upemvekuxajem	#61	4350	SHIP	-80	250.00	36.62	in progress	Ships 'AttackCruiser', mass=250, number=1
Upemvekuxajem	#64	4371	SHIP	-80	10.00	0.00	(waiting)	Ships 'AttackReider', mass=10, number=1
Upemvekuxajem	#65	4104	SHIP	-80	500.00	470.88	in progress	Ships 'AttackLineShip', mass=500, number=1
Upemvekuxajem	#66	4339	SHIP	-80	250.00	213.60	in progress	Ships 'AttackCruiser', mass=250, number=1
Upemvekuxajem	#68	3379	SHIP	-80	500.00	499.87	in progress	Ships 'AttackLineShip', mass=500, number=1
Upemvekuxajem	#73	4342	SHIP	-80	500.00	122.00	in progress	Ships 'AttackLineShip', mass=500, number=1
Upemvekuxajem	#74	4252	SHIP	-80	250.00	35.80	in progress	Ships 'AttackCruiser', mass=250, number=1

It's an important list to have a look at periodically.

If 'Colony' is empty, it means the order is a 'common' one, i.e. not assigned to any specific colony. These orders are always 'waiting'. The Production Manager distributes the common orders by parts to colonies for actual execution. The 'star orders' always have not empty value in 'Colony' column.

Column 'Produced' shows actually produced mass for the order. When it will be equal to 'Ordered', the order is done and disappear from the list.

Column 'Info' shows what has been ordered. Column 'type' shows a type of production.

If you have too many 'waiting' orders, maybe you should think about cancelling some of them. It is safe to cancel orders in 'waiting' status – you won't lose any Production Units.

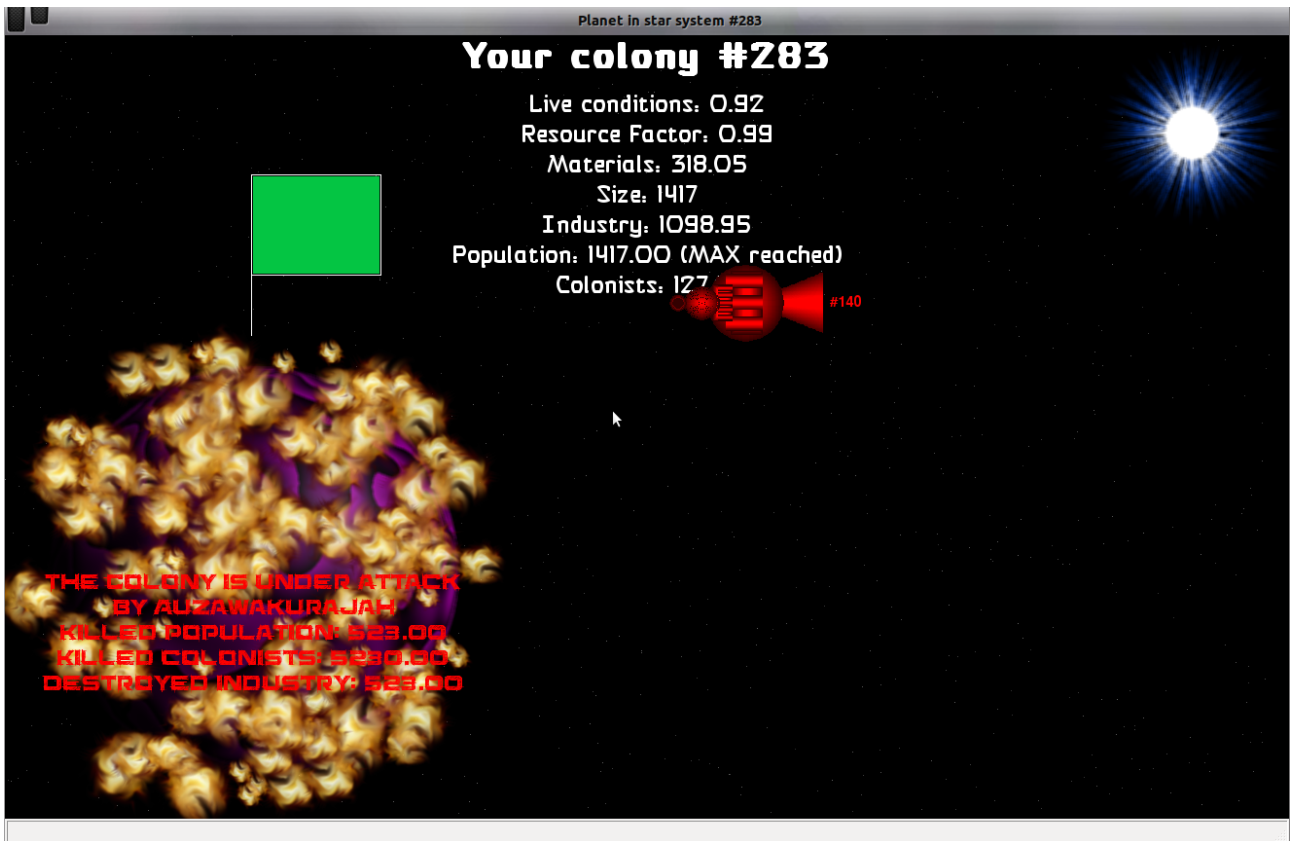
Bombings

Here is a list of all bombings happened during the turn:

All bombings						
Star	Damage Info	Attacker	Owner	Destroyed COL	Destroyed Population	Destroyed
#15	Damaged	Upemvekuxajem	French Republic	0.00	8.00	
#20	Wiped	Upemvekuxajem	Auzaxap	0.00	204.79	
#50	Damaged	Upemvekuxajem	French Republic	20.53	64.00	
#105	Damaged	Upemvekuxajem	Spain	0.00	42.00	
#187	Damaged	Yblukoguxyk	Upemvekuxajem	0.00	78.00	
#283	Damaged	Auzawakurajah	Upemvekuxajem	5230.00	523.00	
#296	Damaged	Upemvekuxajem	Uufyruwi	23.78	64.00	

The 'Damage Info' column shows how bad an effect of the bombing is. 'Wiped' means the colony has been completely destroyed, i.e. no more population left. 'Damaged' means that some of the population has been killed or some of industry has been destroyed.

Double-click on the selected bombing line will display the planet view:



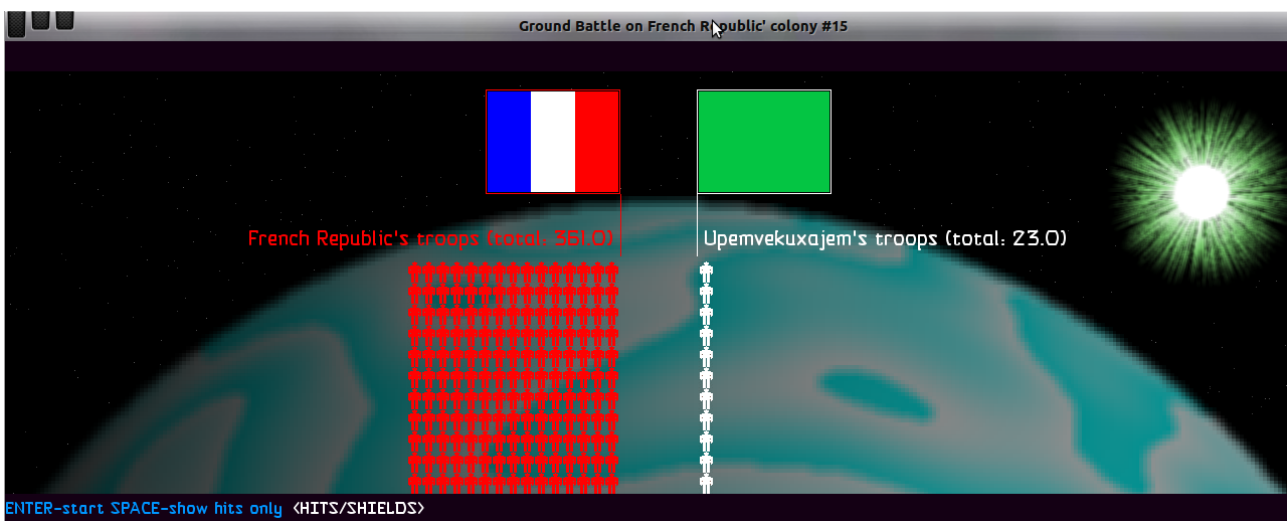
Right-click on the selected bombing will pop up a menu 'Locate star on the map'.

Ground Battles

Contains a list of all ground battles you have witnessed during the turn:

All Ground Battles								
Star	Invader	Owner	Invader Force	Owner Force	Remaining Invader Force	Remaining Owner Force	Invader Loses	Owner Loses
#15	Upemvekuxajem	French Republic	22.79	361.00	0.00	335.00	22.79	26.00

In this example we see just one battle has happened. Double-click on the selected line will display the Ground Battle View window:



Right-click on the selected battle will pop up a menu item 'Locate star on the map'.

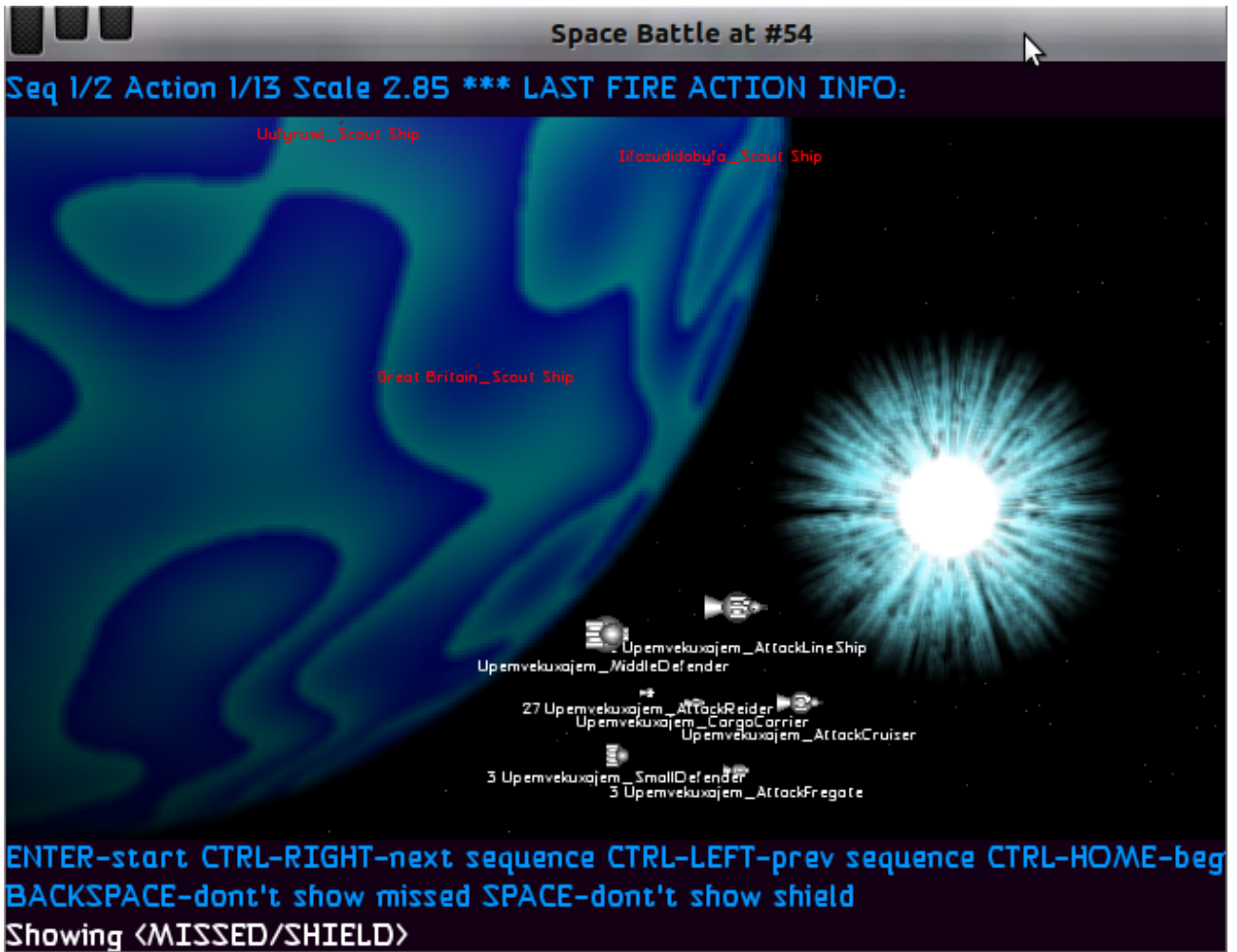
Space Battles

Displays a list of all the space battles you have witnessed during the last turn:

Star	Participants: name(Number of Ships/Total Ships Mass)
#37	Upemvekuxajem(4/40.00), French Republic(13/1681.47), Xeosylogasuk(1/1.00)
#41	Upemvekuxajem(3/150.00), Xeosylogasuk(14/854.74)
#42	Upemvekuxajem(33/1276.84), French Republic(1/1.00)
#43	Upemvekuxajem(78/2846.42), Great Britain(1/1.00)
#50	Great Britain(1/1.00), Upemvekuxajem(3/70.00), French Republic(9/282.96)
#52	Great Britain(1/1.00), Upemvekuxajem(26/810.00), French Republic(1/1.00), Uufyruwi(1/1.00)
#54	lifozudidobyfa(1/1.00), Upemvekuxajem(38/2048.32), Great Britain(1/1.00), Uufyruwi(1/1.00)
#55	Upemvekuxajem(2/100.00), Uufyruwi(7/219.38)
#57	Upemvekuxajem(49/1156.63), French Republic(1/1.00)
#68	Upemvekuxajem(59/1755.90), Yzfuxahotyx(1/1.00)
#74	Upemvekuxajem(37/1163.47), Uufyruwi(1/1.00), Auzaxap(1/1.00)
#80	Upemvekuxajem(30/914.53), Piurujunywosa(1/10.00)
#81	Upemvekuxajem(5/228.32), Oatizonesitinoh(1/1.00)
#89	Upemvekuxajem(103/3576.74), Xeosylogasuk(1/1.00)
#94	Upemvekuxajem(9/170.00), Uufyruwi(22/857.00)
#103	Upemvekuxajem(1/250.00), Uufyruwi(4/40.00)

The list indicates where the battle has happened (the star system) and list of the battle participants. The list of participants contains nations separated by comma with some information about their fleets participated in the battle in a format (<number of ships/total mass of ships>).

Double-click on the selected battle will display a modal window of the Battle Viewer:



Right-click on the selected line will pop up already well known 'Locate star on the map' menu.

Nations Rating

Contains a rating list of all the nations in your visibility ordered by the rating index:

Nations Rating																					
Nation	Dipl. State	Index	Rating	Age	Ruler Title	Ruler Name	Galaxy Title	Population	Industry	Ships Number	Total Ships	Mass	Drive	Weapon	Shield	Cargo	Av. Tech	Colonies	Colonies Size	Money	Debt
Upemvekuxajem		1	155.10	214	Marquis	Upemvekuxajem	?	239104.38	61987.84	1806	76095.00	1.54	1.54	1.54	1.20	1.45	58	71084	23862.20	0.00	
Auzaxap	war	2	144.69	194	Baroness	Auzaxap	?	255939.11	58556.60	1113	69662.00	2.11	2.11	2.11	1.47	1.95	50	65460	8643.61	0.00	
Piurujunywosa	war	3	53.59	134	Baroness	Piurujunywosa	?	69873.40	24763.25	406	23643.00	1.27	1.27	1.27	1.10	1.23	22	25985	12333.39	0.00	
Iifozudidobyfa	war	4	44.39	154	Governor	Iifozudidobyfa	?	79413.25	17183.11	413	21739.00	1.32	1.32	1.32	1.11	1.27	18	24376	10223.79	0.00	
Yydik	war	5	44.27	194	Governor	Yydik	?	87622.59	20455.05	619	19515.00	1.23	1.23	1.23	1.08	1.19	19	22221	3493.35	0.00	
Xeosylogasuk	war	6	43.01	134	Governor	Xeosylogasuk	?	47302.98	21169.98	369	17153.00	1.19	1.19	1.19	1.06	1.16	16	22634	9888.00	0.00	
Uufyruwi	war	7	41.68	214	Baroness	Uufyruwi	?	59596.37	18531.50	518	18545.00	1.16	1.16	1.16	1.06	1.13	16	25205	6709.15	0.00	
French Republic	war	8	38.85	214	Baron	Louis	?	44962.88	18323.82	382	14452.00	1.16	1.16	1.16	1.06	1.14	23	29188	5579.32	0.00	
Rryhot	war	9	29.83	174	Governor	Rryhot	?	26709.66	12156.97	190	14480.00	1.33	1.33	1.33	1.12	1.28	9	13047	3946.26	0.00	
Auzawakurajah	war	11	19.79	74	Governor	Auzawakurajah	?	20759.56	11341.40	113	5068.00	1.29	1.29	1.29	1.10	1.24	12	16803	5056.35	0.00	
Yzfuxahotyx	war	15	12.54	214	Governor	Yzfuxahotyx	?	20663.48	6788.00	131	4284.00	1.14	1.14	1.14	1.05	1.11	5	7300	6232.51	0.00	
Great Britain	war	16	12.14	214	Governor	Victoria	?	9134.90	4852.31	177	4482.00	1.14	1.14	1.14	1.05	1.12	8	12685	1278.80	0.00	
Yblukoguxyk	war	17	11.86	54	Governor	Yblukoguxyk	?	10707.20	6026.00	93	3720.00	1.50	1.50	1.50	1.19	1.42	6	7707	3422.73	0.00	
Oatizonesitino	war	18	11.49	54	Governor	Oatizonesitino	?	11993.97	5609.05	139	3773.00	1.69	1.69	1.69	1.27	1.59	7	7228	3156.27	0.00	
Spain	war	23	3.16	214	Governor	Philippe	?	1306.92	1297.44	11	1358.00	1.19	1.19	1.19	1.07	1.16	2	2177	933.08	0.00	

This list can be not a full list of the nations – only those in your visibility. This explains why rating index may start not from '1' and have gaps. The full list can be found here:

<http://galaxy.magix.net/public/AllNations.html>

The nations in the list are coloured according to your relationship with each nation. 'Black' – is your nation. 'Red' – nations your have a state of war, 'Blue' – those you have a state of peace.

Some information can be 'N/A' (not available) if the nation ruler has decided not to publish it.

Known Nations

Is a list of all the nations you have had contacts so far:

Known Nations												
Nation	Known Nation	Diplomatic State	Last Contact (years ago)	Tech Drive	Tech Weapon	Tech Shield	Tech Cargo	Last techs updated	Population	Industry	Last pop/ind updated	
The Federation	Cambria	peace	0	1.05	1.05	1.05	1.02	21	8824.50	2412.32	0	
The Federation	Eiqujivymela	war	0	1.16	1.16	1.16	1.06	9	3430.41	3430.41	9	
The Federation	Kvewusedunyqa	war	0	1.06	1.06	1.06	1.02	20	4489.06	4489.06	9	
The Federation	Qivoexo	war	0	1.22	1.22	1.22	1.08	20	7425.34	7425.34	5	
The Federation	Unmuwygufylis	war	0	1.00	1.00	1.00	1.00	N/A	N/A	N/A	N/A	
The Federation	Uozehafuky	war	0	1.21	1.21	1.21	1.07	19	4764.53	4764.53	8	
The Federation	Uylelytysug	war	0	1.05	1.05	1.05	1.02	0	5680.01	1161.97	0	
The Federation	Vipwanuxyti	war	0	1.11	1.11	1.11	1.04	18	3393.15	3393.15	14	
The Federation	Ybsajulu	war	0	1.03	1.03	1.03	1.01	13	3269.39	3269.39	2	
The Federation	Yexudilyragyj	war	0	1.05	1.05	1.05	1.02	5	7997.86	3709.55	0	
The Federation	Yumekoxuri	war	0	1.00	1.00	1.00	1.00	N/A	N/A	N/A	N/A	

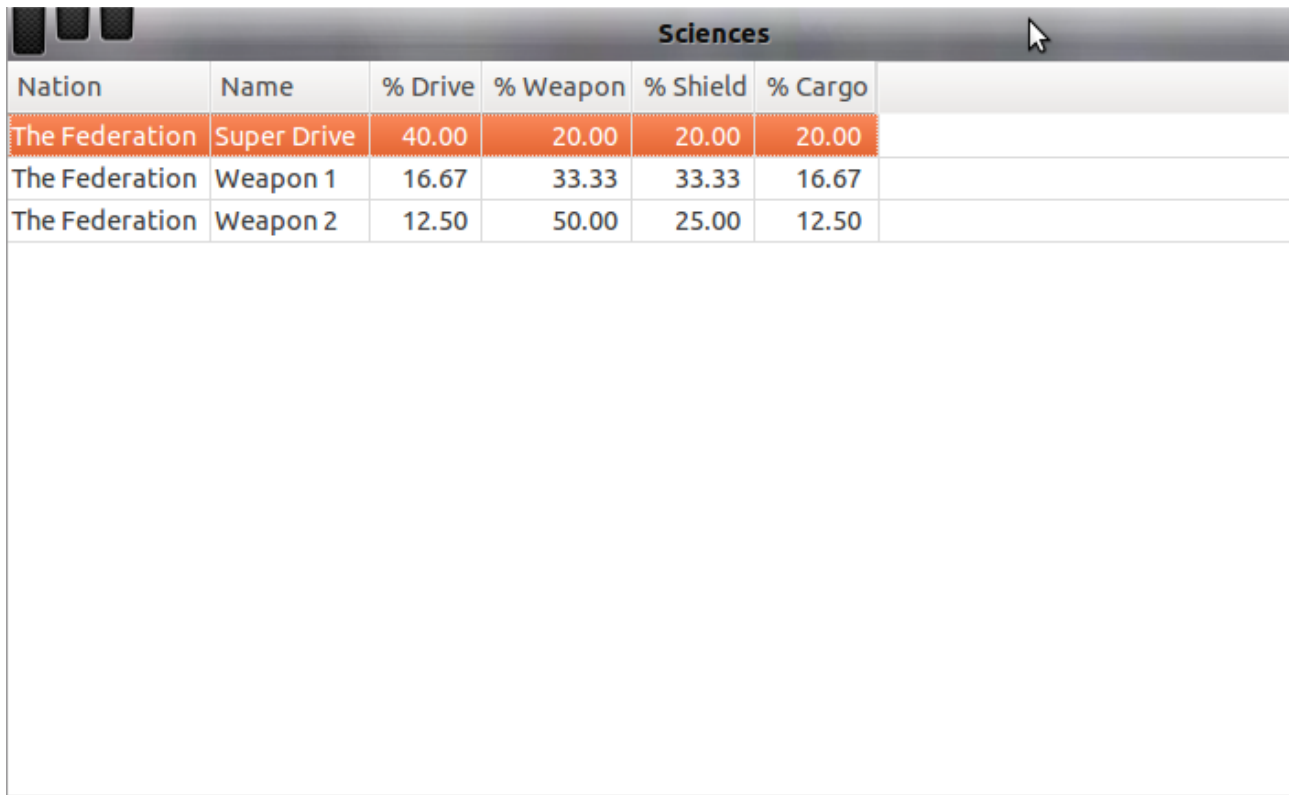
Column 'Nation' here is always your nation. Your known nations names are in column 'Known Nation'.

This grid shows some data (about technologies, total population and industry) 'gathered' by your ships contacted with aliens. These data can be not up-to-date. Mind the columns 'Last techs updated' and 'Last pop/ind updated' showing a number of years (turns) ago the data were updated last time. '0' means up-to-date information (last turn), '9' means '9 years ago', 'N/A' means the data is not available at all.

This list might seem not relevant when you have all the data about aliens in the Rating list. But, remember. In the rating list the rulers can hide some data. Here you see your own intelligence information. Advice: keep an eye on your neighbours, build more scouts and send them around to get fresh information.

Sciences

Contains a list of all your sciences:



Nation	Name	% Drive	% Weapon	% Shield	% Cargo
The Federation	Super Drive	40.00	20.00	20.00	20.00
The Federation	Weapon 1	16.67	33.33	33.33	16.67
The Federation	Weapon 2	12.50	50.00	25.00	12.50

Columns '% Drive', '% Weapon',... show percentage of production units to be spent on each technology during production.

Money Transactions

Shows the list of money transactions happened during the last turn:

Money Transactions			
Nation	Delta	Result	Comment
Upemvekuxajem	0.00	47827.03	State before turn
Upemvekuxajem	-9209.60	38617.43	Fleet payment
Upemvekuxajem	-38617.43	0.00	Production costs
Upemvekuxajem	23862.20	23862.20	Production income
Upemvekuxajem	0.00	23862.20	State after turn

Column 'Delta' shown how much money was added or removed from your Treasury. Column 'Result' shows the actual state of your Treasury after the transaction.

In the example shown on the picture we have:

- You had @47827.03 before the turn started
- @9209.60 were deducted from your treasury for fleet payments. The rest of money in your Treasury after that is @38617.43
- Then all the money from your Treasury @38617.43 were spent for production (it appears that there is some lack of money here – complete Treasury was wiped out by production costs). The Treasury after this is empty: @0
- Then you have production income of @23862.20 – this was 'produced' by the rest of Production Units you have. The Treasury after that has @23862.20
- The last line states how much do you have in the Treasury when the turn ends: @23862.20. The same value will appear in 'State before turn' in the next report.

In this grid the 'red' lines show 'credit' transactions, the 'blue' ones show the 'debit' transactions. The 'green' lines show the states before and after the turn.

Automated Managers

Contains a list of all the available Automated Managers:

Automated managers					
Nation	Name	Activity	Priority	Stars	Info
Cornwall	Orders manager	ON	0	?	?
Cornwall	TranspManager	ON	-40	?	Ship types: Esel
Cornwall	ColManager	ON	0	50,148	?
Cornwall	DevManager	OFF	-50	?	?
Cornwall	TechManager	OFF	-90	?	?
Cornwall	AttackManager	OFF	-80	?	Ship types: AttackCruiser, AttackFregate, AttackLineShip, AttackReider
Cornwall	RepairManager	ON	10	?	?
Cornwall	DefenceManager	OFF	-70	?	Ship types: BigDefender, MiddleDefender, SmallDefender
Cornwall	UpgradeManager	OFF	10	?	?
Cornwall	ExplManager	OFF	-60	?	Ship types: Scout Ship

Column 'Stars' shows a list of star systems managed by the manager. If there are not stars, all available stars are managed

Column 'Activity' indicates is the manager is enabled or not.

Column 'Priority' shows the default production orders priority for the manager.

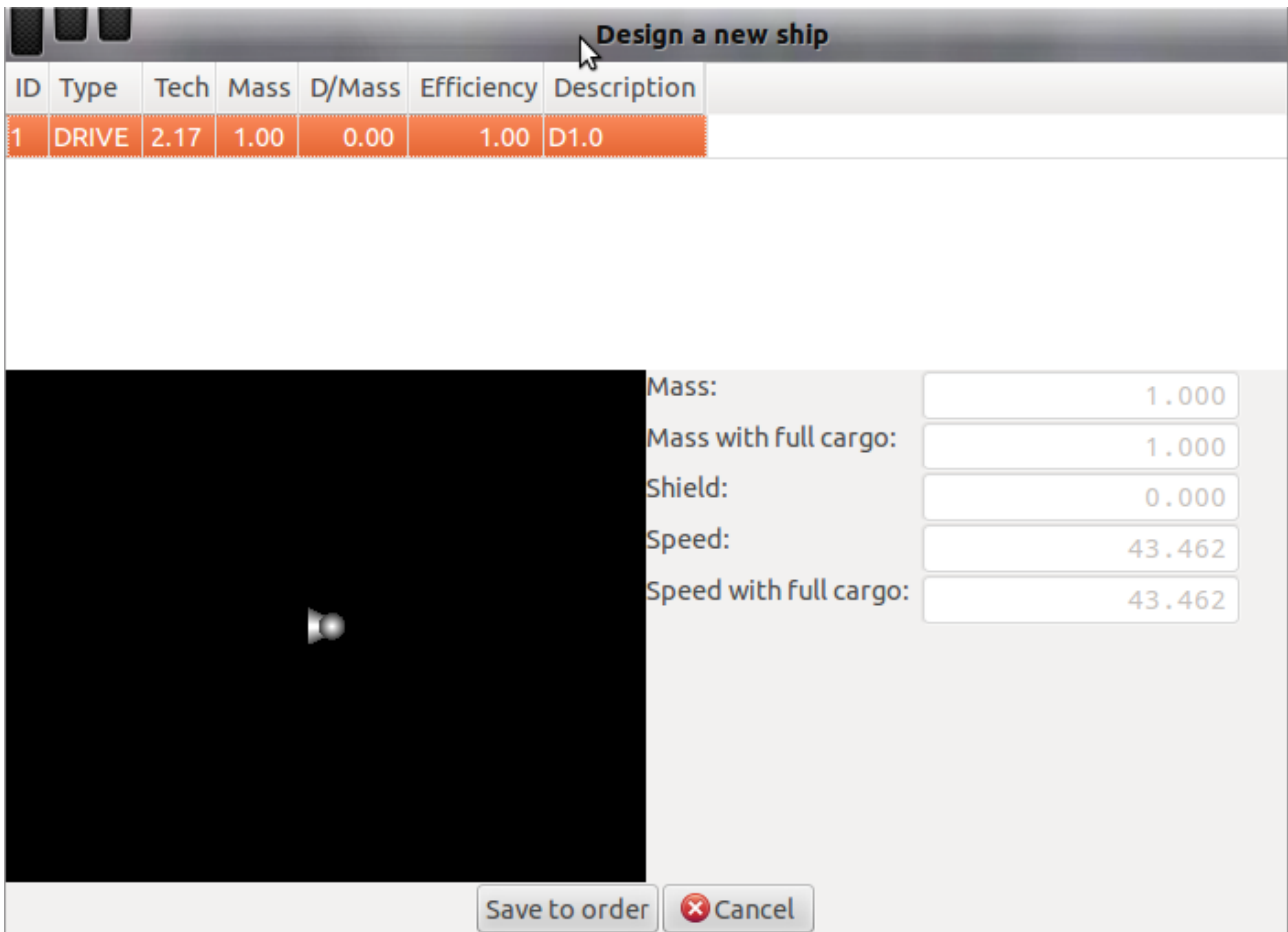
Column 'Info' shows 'additional information'. Obviously here we can see the ship types assigned to the managers.

The Tools

There are a few tools to help you with creating the orders.

Ship Designer

This tool is not great, but better than nothing at the moment. Here you can see an existing ship (View mode) or construct a new ship type visually, and then copy the ship code to the command editor (Design Mode). Go to Main Window Tools → Ship Designer to open the Ship Designer in Design Mode:

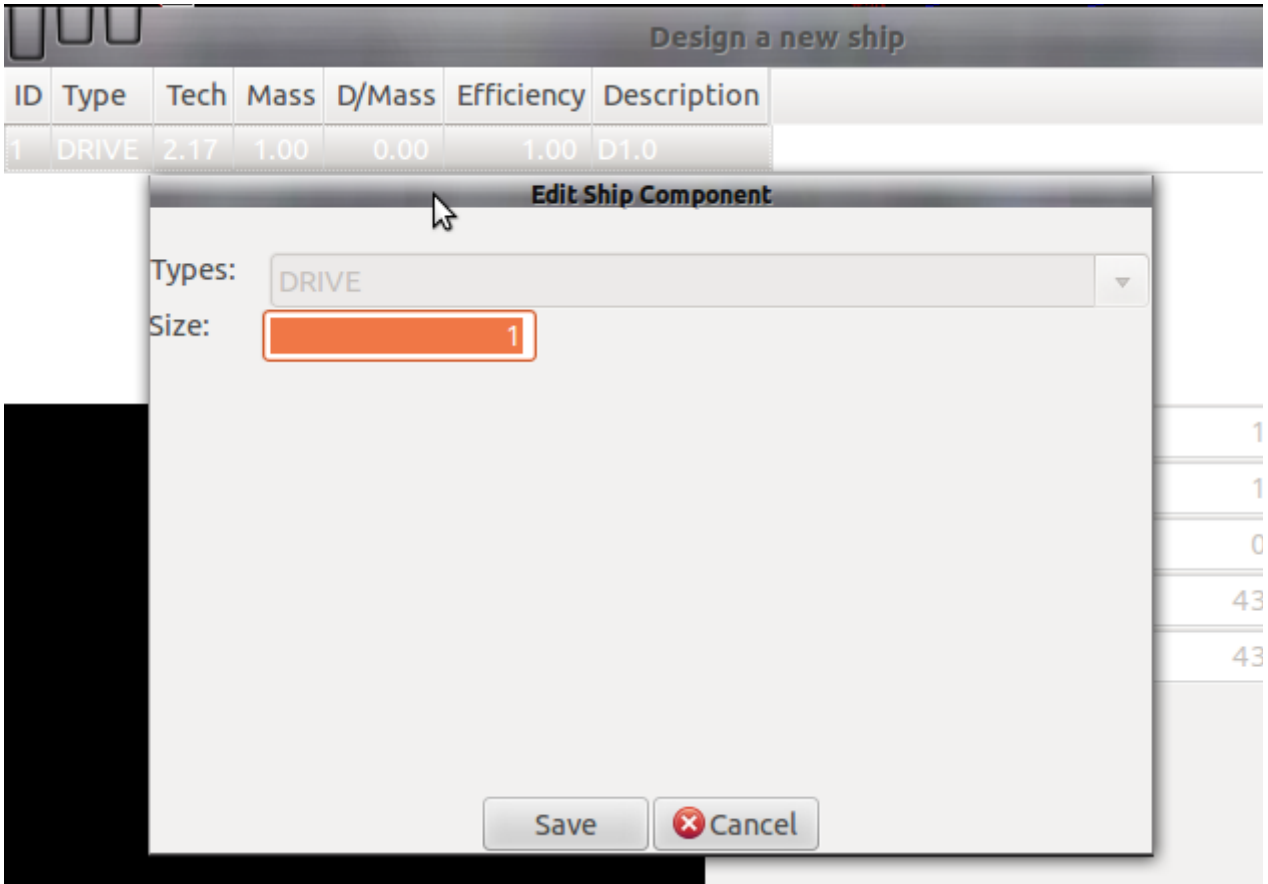


You'll see a dialogue with 'pre-constructed' simplest ever ship 'D1' which has only one component Drive with mass 1. A ship type should have at least one component, so you will not be able to remove the only line here.

Column 'Tech' shows a current technology level a component of a 'ship-to-be' would have, if you created a ship of this type in this turn. Or, if in View Mode, the column shows actual tech level of a component. Column 'D/Mass' means 'Destroyed Mass' (can never be greater than 'Mass') indicates a component damages (always 0 in Design Mode). Column 'Efficiency' displays a component

efficiency (always 1 in Design Mode). Column 'Description' shows the component 'code' (see Player's Manual for details).

Double-click on the selected component in the grid will open a component edit/create dialogue in 'Edit' mode:



Here you can change everything (for Drive, Shield, Cargo and Repair Unit the 'size' only) but the type of a component.

To add a new component use <INSERT>, to delete an existing one use <DELETE> keys.

A picture of a ship will be changing accordingly to the number, size and types of components you are adding or changing. Each component type has a designated trivial image.

After adding some more components the Ship Designer might look like this:

The screenshot shows a window titled "Design a new ship" with a table of components and a preview of a ship. The table has the following data:

ID	Type	Tech	Mass	D/Mass	Efficiency	Description
1	DRIVE	2.17	50.00	0.00	1.00	D50
0	SHIELD	2.19	20.00	0.00	1.00	S20
0	LASER	2.19	15.00	0.00	1.00	L5x5@as
0	MISSILE	2.19	12.00	0.00	1.00	M3x3@as/3/1/0.3
0	CARGO	1.49	1.00	0.00	1.00	C1

Below the table is a preview of a ship with the following statistics:

- Mass: 98.000
- Mass with full cargo: 99.566
- Shield: 9.521
- Speed: 22.174
- Speed with full cargo: 21.826

At the bottom of the window are two buttons: "Save to order" and "Cancel".

Note the data displayed at the right of the ship picture, they are quite important.

- **Mass** indicated a mass of the ship – the mass to be used in ship production. This ship on the picture has mass 98 units. What means the costs of production will be 980 production units (see Player's Manual for details)
- **Mass with full cargo** indicates a full ship mass when cargo component (if there is one) is fully loaded. In this example there is a small cargo hold of size 1.
- **Shield** shows the strength of the protective field. It depends on the power of the Shield component and the full ship mass. In this example all the hits with power ≤ 9.521 will be repulsed (i.e. make no harm to the ship).
- **Speed** indicates a ship's speed with empty cargo bay.
- **Speed with full cargo** indicates a ship's speed with full cargo bay.

You should always mind the result speed and shield of the ship type you are constructing.

When you feel the ship type is ready click 'Save to order' button to save the ship type code in the order in Command Editor.

You'll see the following text there:

```
// New ship type
create ship type --name MyTypeName --code D50,S20,L5x5@as,M3x3@as/3/1/0.3,C1,;
```

Change 'MyTypeName' to something suitable like 'Light Destroyer' or whatever:

```
create ship type --name Light Destroyer --code  
D50,S20,L5x5@as,M3x3@as/3/1/0.3,C1,;
```

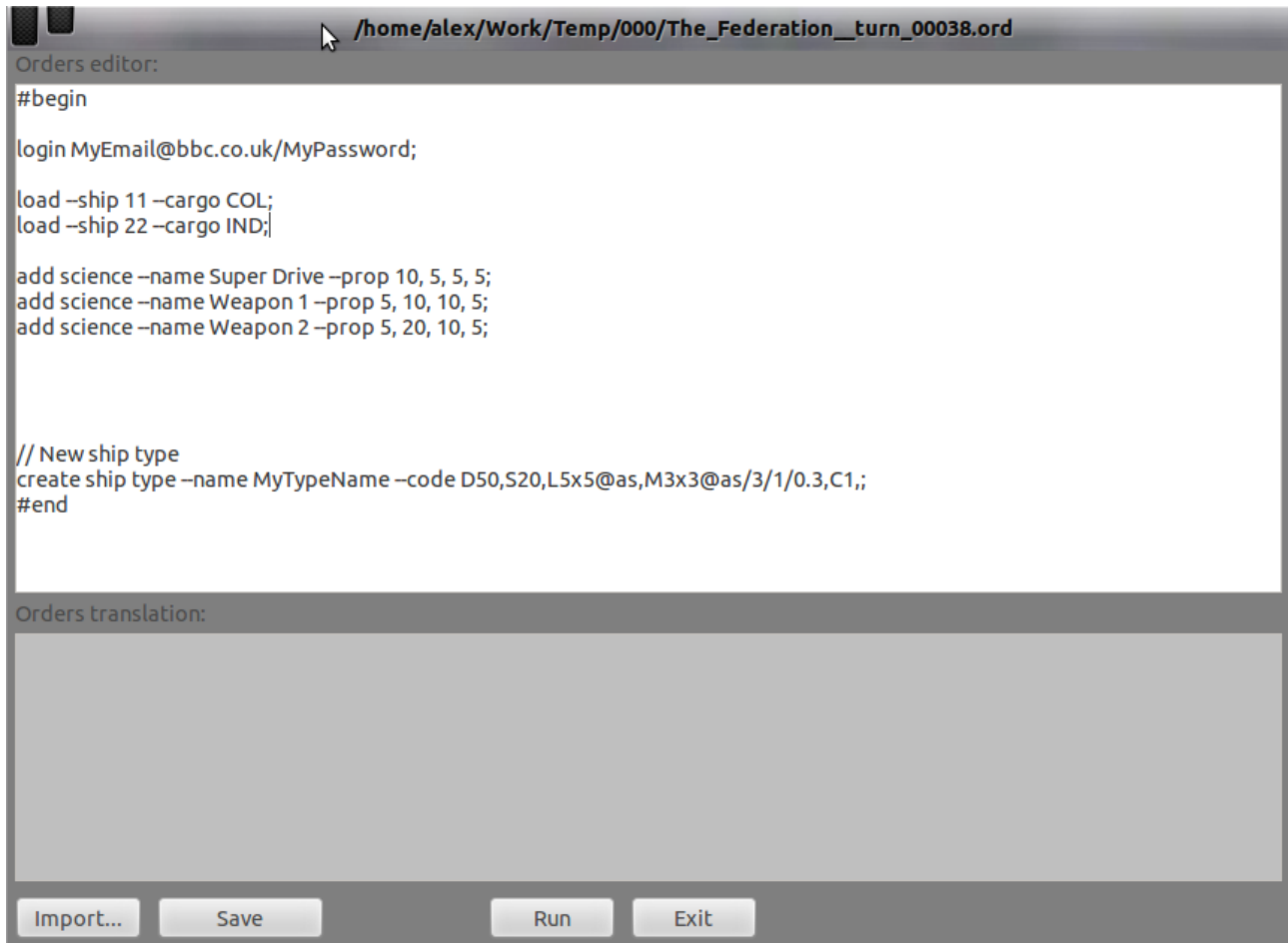
If you mean to create an armed Service ship (like a transport ship, but with some weapons), don't forget to add option '--service' to the command (see Player's Manual for details) to avoid the ships of this type to be treated as combat ships in the battles:

```
create ship type --name Shuttle --code D10,C10,L1x1@as --service;
```

Command Editor

The Command Editor is a tool where you can play your order commands locally to make sure there are no mistakes in the order.

The Editor can be opened from the Main Window Tools → Command Editor or when you click 'Save to order' button in the ship designer:



In the last case you can see the new ship type command was added in the end of the order – here you can change the type name and add parameter '--service' if necessary.

An order always should start with your login details. By default it inserts some dummy command like:

```
login MyEmail@bbc.co.uk/MyPassword;
```

Change it to your real credentials to make it be acceptable by the server. For 'dry' run in the RV any login is fine – the RV just ignores that.

To change your login details 'permanently', you need to manually edit your config file 'guApi.zxs' located in the Installation Folder where you have 'installed' the Report Viewer. Quit the RV (to make sure it will not overwrite your changes), open this file, find the section 'LogInCredentials':

...

```

section LogInCredentials
{
  section The Federation
  {
    item "Email",    "";
    item "Password", "";
  } // The Federation
} // LogInCredentials

```

...

Find the section with your nation name (here it is 'The Federation') and change email and password according to your credentials, for example:

```

...
section The Federation
{
  item "Email",    "qwerty@yahoo.com";
  item "Password", "123456";
} // The Federation

```

...

Save the file, open the RV again. If you open the same order you have already created with 'old' credentials, nothing will change. Your new email/password will appear only in new orders.

The Command Editor creates an '*.ord' file for each report you open. These files are saved in the same directory the correspondent report files.

If you want to create an order for a new turn, based on an order created before (for previous turn for instance), click button 'Import' and select a 'template' report you would like to import.

To 'play' your order click button 'Run'. The RV will translate your order and indicate all the errors (if there are some):

The screenshot shows a window titled "/home/alex/Work/Temp/000/The_Federation_turn_00038.ord". The "Orders editor" section contains the following text:

```
#begin
login MyEmail@bbc.co.uk/MyPassword;

load -ship 11 -cargo COL;
load -ship 22 -cargo IND;
send -ship 11 -to #60;
send -ship 12 -to #52;

add science -name Super Drive -prop 10, 5, 5, 5;
add science -name Weapon 1 -prop 5, 10, 10, 5;
add science -name Weapon 1 -prop 5, 20, 10, 5;

// New ship type
create ship type -name MyTypeName -code D50,S20,L5x5@as,M3x3@as/3/1/0.3,C1,;
#end
```

The "Orders translation" section shows the execution of these commands, with an error for the second "add science" command:

```
...OK
-Executing 'add science -name Weapon 1 -prop 5, 20, 10, 5'...
!!! Failed - Science 'Weapon 1' (0.166667,0.333333,0.333333,0.166667) already exists
-Executing 'create ship type -name MyTypeName -code D50,S20,L5x5@as,M3x3@as/3/1/0.3,C1,'...
...Ok
```

At the bottom, a summary line reads: "*** TOTALLY EXECUTED 9 COMMANDS: 1 ERRORS, 8 SUCCEEDED ***". Buttons for "Import...", "Save", "Run", and "Exit" are visible at the bottom.

(Here I deliberately added a science with the same name)

Fix the errors and run again:

The screenshot shows the same window, but the "Orders editor" section now has a corrected script:

```
#begin
login MyEmail@bbc.co.uk/MyPassword;

load -ship 11 -cargo COL;
load -ship 22 -cargo IND;
send -ship 11 -to #60;
send -ship 12 -to #52;

add science -name Super Drive -prop 10, 5, 5, 5;
add science -name Weapon 1 -prop 5, 10, 10, 5;
add science -name Weapon 2 -prop 5, 20, 10, 5;

// New ship type
create ship type -name MyTypeName -code D50,S20,L5x5@as,M3x3@as/3/1/0.3,C1,;
#end
```

The "Orders translation" section shows successful execution for all commands:

```
...OK
-Executing 'add science -name Weapon 2 -prop 5, 20, 10, 5'...
...Ok
-Executing 'create ship type -name MyTypeName -code D50,S20,L5x5@as,M3x3@as/3/1/0.3,C1,'...
...Ok
```

The summary line now reads: "*** TOTALLY EXECUTED 9 COMMANDS: 0 ERRORS, 9 SUCCEEDED ***". The "Run" button is highlighted. In the background, a game map is visible with various celestial bodies and ships, including labels like "#23", "#203", "#13", "#11", "#1", "#54", "#256", "#102", "#98", and "#25".

Only when there are no errors you will see the command have effect on the current report. In this example the created sciences will be added to the science list, the new ship type will appear in the Ship Types list, the ships #11 and #22 are indicated (by white lines) that 'launched' to their

destinations, and so on.

Clicking on 'Run' also automatically saves the order. You can do 'save' explicitly by clicking on button 'Save'.

When the Order is ready, you can copy&paste it to your email program and send to the server.

If your RV is up-to-date, it is nearly guaranteed, that the order will be processed on the server side without any errors. The RV works with an API DLL which contains quite a bit of the server code what guarantees the same behaviour during command translation and local execution. Always upgrade the RV to the newest version to be in 'sync' with the server.